LEGO ISLAND: XTREME STUNTS

Design Document
PLAYSTATION 2

Contributors: Darren Drabwell, Lara Sweeney, Rich Hancock, Dean Roskell.

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UPDATES

01/11/01: Car Chase design updated.

19/10/01: Skateboard tricks list changed.

18/10/01: New Plane Chase design added. Movie cut scenes removed and moved to the outro FMV, to be cut down and dialogue removed. Story shown through clips and scenes with cool soundtrack and sound effects. Arcade Mode section updated to reflect creation of extra tracks using segments.

01/10/01: Controls section changed (pending LEGO approval).

20/09/01: Slidey Puzzles changed to reflect making pictures of the Brickster up to mischief. Scooby Game removed. Big 'Titanic' ship removed, scientific conference moved to Hotel. Grind ability added. Tutorial sub-game intro/outro scenes section added. Functions (spiral staircase, Info Centre) added to Buildings section.

12/09/01: Added travelling score and hiding HUD to HUD section.

11/09/01: Removed character greeting/pointing from the Tutorials section. Added Map section to Tutorial section. Characters to teach abilities will initiate speech (tutorial). Added Nuremberg Toy Fair Demo date. Attract Mode section added. Cube menu pictures removed from front end section, which has been updated. 'Quit' removed from title screen menu. Screen alignment added to Options menu list. Introductory FMV changed to reflect additional vehicles going past and removal of the piece of paper element from the sequence.

30/08/01: High Score table mock up screen added. Reward system added.

27/08/01: Pepper's abilities added. Tri-Brickulating vehicle added. Inventory system/Pause menu changed. New-look Journal, High Score Table, status screen. Brickimals menu opens from pedestals. Controls changed slightly. Localisation section expanded. Quick Draw removed. Building interiors removed.

24/08/01: Holomaniac section updated to reflect new style morphing head system.

24/08/01: Document split into 3: PS2, PC and GameCube.

06/08/01: Palm Pilot section added and updated.

02/08/01: Character section (from Media Doc) added and modified. Intro FMV/Cut Scenes and storyline of how the player begins the game and gets into the action added (The Game Story, pg 25).

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23/07/01: Helper section added to Scripts section. GameCube master date added, Tim to provide the rest.

13/07/01: New min spec updated. 3 x FMV (confirmed that we will be using some FMV, rather than all cut scenes).

11/07/01: Updates section added. Expanded Skateboarding Section, under Pepper's House. Added Location of 'Don't Stop Pizza Topping!' Sub-game (time allowing) to Sub-Game Locations section. Also added to Buildings section, under Pizzeria. Changed Blue Hand Gang section to reflect that the gang are an element of the movie, but are really Brickster-bot actors. Brickimals Section added (sort Inventory). Storyboard for Intro FMV added.

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HARDWARE/MINIMUM SPECIFICATIONS

For playing LEGO Island 3 on the PlayStation 2, you will need a PlayStation 2 console and also a memory card is recommended.

LANGUAGES

LEGO Island 3 will be available in the following languages:

English (US English)
French
German
Danish
Dutch
Italian
Spanish
Swedish

Sku splits to be decided, but we should allow space for
at least three languages per disc.

In order to ensure that the LEGO Island 3 code is localisation friendly, we have taken the following steps:

- Double-byte enabled,
- All text located in external data files,
- All text accessed via language independent keys.

FMV/CUT SCENES

FMV

There will be two FMV sequences in LEGO Island 3, the first being around a minute in length and the second being around 2 minutes in length. Additionally, there will be an introductory cut scene, as well as further cut scenes, both incidental and related to events, throughout the game.

When the player first runs the game, an introductory FMV sequence will run showing Pepper as he watches the LEGO Studios crew arriving on the island. ORVs, cars, planes,

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helicopters, boats (on trailers) etc. all rush by him in a cloud of dust. (See Storyboard section, below).

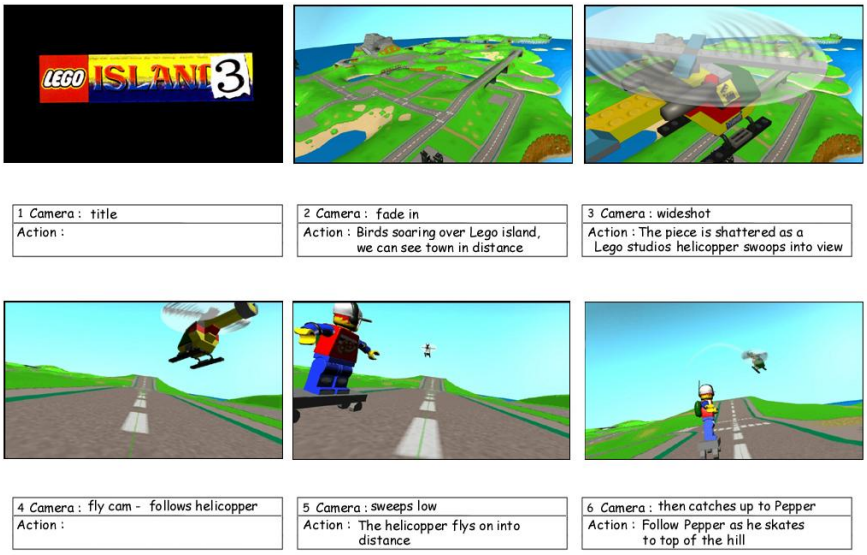
Then, when/if the player completes the game they will be able to watch another FMV sequence as the ending. This outro will be the finished version of COOL MOVIE (obviously shown through snippets of action scenes and plot) and Pepper will be watching the movie at the premiere in the new LEGO Island cinema.

The player will now be able to watch the movie that they have been filming throughout the game, seeing Pepper in action and also finding out the secrets of the plot, including the identity of the Bad Guy!

(See also 'Scripts' section, below).

STORYBOARDS

Below is an example of a storyboard, this one being for the introductory FMV:


LEGO ISLAND 3
1 Camera : title
Action :
2 Camera : fade in
Action : Birds soaring over Lego island, we can see town in distance
3 Camera : wideshot
Action : The piece is shattered as a Lego studios helicopper swoops into view
4 Camera : fly cam - follows helicopper
Action :
5 Camera : sweeps low
Action : The helicopper flys on into distance
6 Camera : then catches up to Pepper
Action : Follow Pepper as he skates to top of the hill

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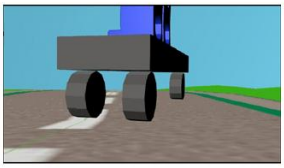
7 Camera :
Action : Pepper skates to the base of the hill



8 Camera :
Action : Pepper skids to a halt

9 Camera : move up and rotate round
Action : He flips his skateboard up into his hand. A rumbling can be heard in the distance

10 Camera :
Action : Pepper looks as the chopper swoop back towards camera

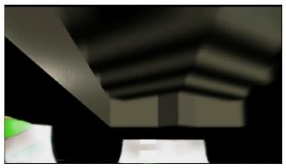
11 Camera : track right and up
Action : a cloud of dust flys up

12 Camera : dolly in and pan up
Action : Dust clears as the rumbling sound builds

13 Camera : dolly in and pan up
Action :

14 Camera :
Action : convoy of trucks with police escort comes rolling down the hill

15 Camera :
Action : truck rolls towards camera



16 Camera :
Action : truck passes overhead

17 Camera :
Action : Pepper look round at passing trucks

18 Camera :
Action :

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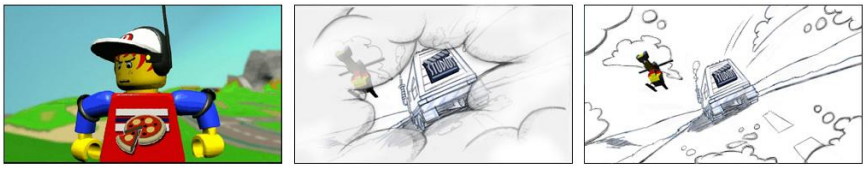
25 Camera :	26 Camera :	27 Camera :
Action :	Action :	Action : As the last of the convoy passes they leave behind a cloud of dust

28 Camera : zoom in ...	29 Camera :	30 Camera : and pan up
Action :	Action :	Action : Pepper looks up



25 Camera :	26 Camera :	27 Camera :
Action : Peeper looks round and sees through the clearing dust	Action : The back of the last truck With the Lego Studio sign on it	Action :

28 Camera : zoom in ...	29 Camera :	30 Camera : and pan up
Action : Pepper dusts himself down	Action :	Action : Pepper zooms off in hot pursuit

Below, is a storyboard for the cut scene that takes place when Pepper arrives at LEGO Studios and enters the building.

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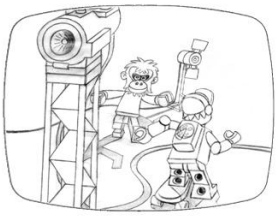
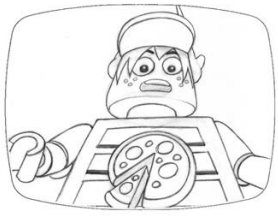
31 Camera : cut to closeup
Action : "This is lame.....computer games are much cooler than movies!"

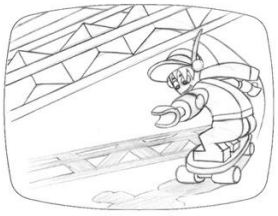


32 Camera : cut to midshot
Action : Pepper skates past man in a Gorilla mask

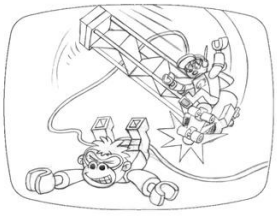
33 Camera :
Action : the man trips over a stray cable. A huge light starts to topple



34 Camera : cut to closeup looking up
Action : Pepper gasps

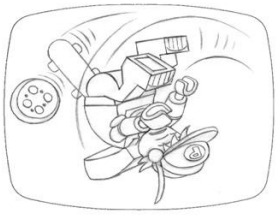


35 Camera : cut to midshot
Action : with a quick burst of speed he shots off on his skateboard

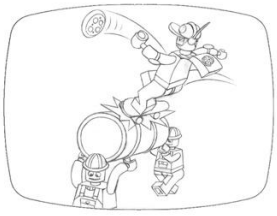


36 Camera :
Action : but the light is falling to fast it clips the back of his skateboard

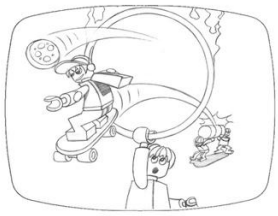
37 Camera :
Action : Peppers skateboard and pizza flip up into the air. Peper fly towards camera



38 Camera : cut midshot
Action : Pepper somersaults

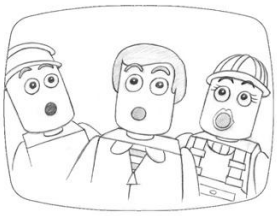


39 Camera : cut to wideshot
Action : bounces on a drum that is being carried between two men



40 Camera : pulls back following action
Action : flys through a flaming hoop

41 Camera : cut to wide shot
Action : Pepper lands neatly on stage catching his skateboard and pizza



42 Camera : cut to closeup
Action : whole crowd staring with gaping mouths

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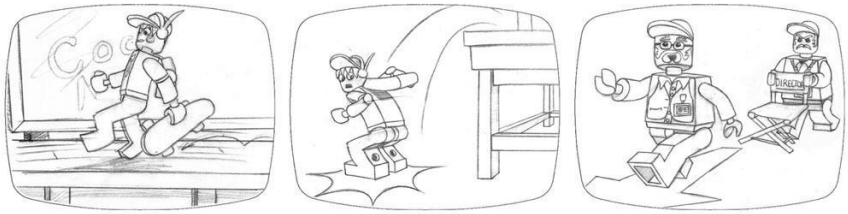
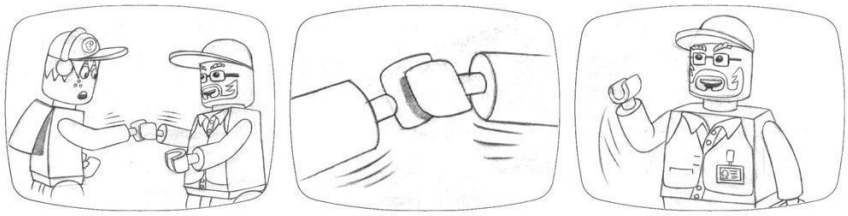
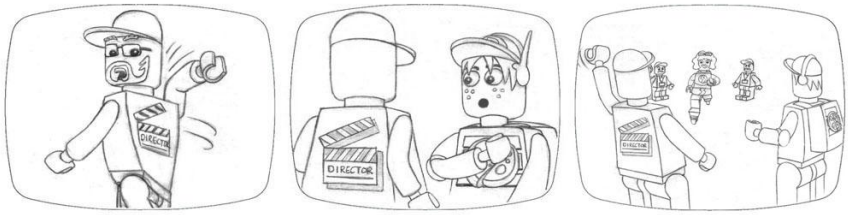
43 Camera : cut to midshot	44 Camera : cut to closeup	45 Camera : cut to midshot, pan right
Action : riotous cheering breaks out	Action : Pepper blushes	Action : crowd still cheering



46 Camera : cut to midshot	47 Camera : pan to follow Pepper	48 Camera : cut to wideshot
Action : Pepper tries to sidle away	Action : Pepper jumps off stage	Action : the director strides up towards camera "My boy! Wonderful! Stupenddous!..



49 Camera : cut to midshot	50 Camera : cut to closeup	51 Camera : cut to midshot
Action : director shakes Peppers hand " what a stunt ! "	Action :	Action :" I am the director of "Cool Movie"



52 Camera :	53 Camera : cut to over shoulder shot	54 Camera : cut to wide shot
Action : director turns and points to his director badge on his back	Action :"we need a star for this movie, and I think I've just found him !"	Action : the crowd parts as sky lane enters "Ah there you are my dear!

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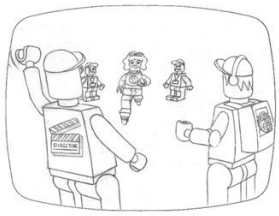
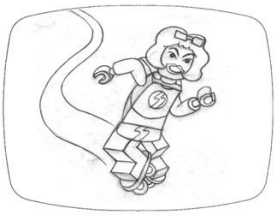


55 Camera : cut to wide shot
Action : the crowd parts as sky lane enters "Ah there you are my dear!

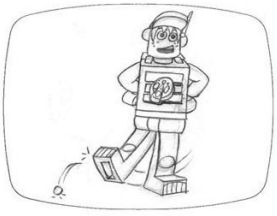


56 Camera : dolly in
Action : she skates up to camera

57 Camera : drops down
Action : and skids to a halt

58 Camera : cut to closeup
Action : "Hi Pepper"

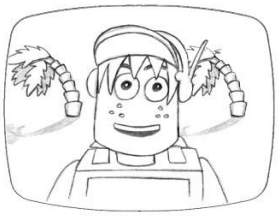
59 Camera : cut to midshot
Action : Pepper blushes and mumbles "Hi"



60 Camera :
Action :

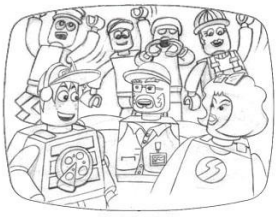
61 Camera : cut to closeup
Action : "Are you sure you wont be able to help us out, Pepper?"

62 Camera : cut to closeup
Action : Sky smiles sweety

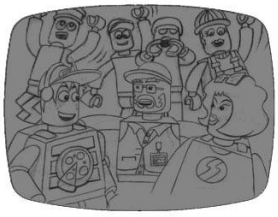


63 Camera : cut to closeup
Action :

64 Camera : cut to closeup
Action : Pepper's face grows redder "I suppose I could do it just as a favour"...



65 Camera : cut to midshot
Action : crowd cheers in background



66 Camera : fade out
Action :

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SCRIPTS

CUT SCENES

FMV

PLAYER GUIDANCE

As LEGO Island 3 is primarily aimed at young children, it is important to provide guidance and assistance, in case it should be required. In LEGO Island 3, this guidance mainly takes the form of The Infomaniac, the creator of LEGO Island and a character who has a vast knowledge of...well, pretty much everything!

The Infomaniac lives in the Information Centre and is well known to Pepper from his previous adventures, having guided him throughout LEGO Island 2. If Pepper speaks to the Infomaniac, he will give him a hint about where he should be heading next and will also point him in the direction he should head next, in order to progress with the storyline.

PEPPER'S HELPFUL HEADSET

Since LEGO Island 2, Technician Bob, who is extremely clever with all things technical, decided that Pepper needed a little extra help along the way and set out to expand his holograph unit, which Pepper wears on his head all the time. Now the Infomaniac can also provide holographic help while Pepper is on the move, and that's not all!

When Pepper presses a button on his headset, the Infomaniac appears in holographic form. With Technician Bob's new technology, rather than just point in the direction of the next task, the unit can now show Pepper certain objectives, using the new 'Active Item Projector', or AIP for short. This utilises the Information Network set up by Bob. Using the power of the Information Centre, it scans the world for the item that Pepper is looking for. Once the item's location has been triangulated, it sends a live feed projection directly to Pepper's headset. An outline of the new unit's abilities can be seen below:

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HOLOMANIAC

The Holomaniac will assist Pepper through his headset, which now incorporates an even better digital, holographic information system. Advanced matrix cameras allow for more definition and can isolate certain areas of the old chap. When required, the Informaniac can still project his whole body (showing character), but more often than not he uses the new 'analysis system' that can concentrate on certain areas of the body, namely the head. If Pepper calls the holomaniac, the Infomaniac's head will appear in holographic form (showing a variety of facial features ranging from unhappy, to ecstatic!) and he will give Pepper a hint about where he should be heading next.

Pepper may call the Holomaniac at any point in the adventure, whilst he is on LEGO Island. Pepper may not call the Holomaniac during sub-games, or whilst in menus etc. Pepper can call the Holomaniac by holding down the L2 button.

DIRECTION

The holomaniac can now direct Pepper even more clearly than before. The new polyosolating-morphograph allows for the holomaniac's head to morph into different shaped projections. One of these is an arrow shape, which will point in the direction in which Pepper should proceed.

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INVENTORY/JOURNAL/BRICKIMALS

If Pepper collects a new item, an icon of the Palm Pilot will appear in the corner of the screen. This will let the player know that something has changed in their inventory and they should have a look to find out what it is. Additionally, if Pepper collects a new brickimal piece, an icon of a brickimal (universal icon, a duck) will appear in the corner of the screen. This lets the player know that something has changed in the brickimal creator and they should visit a brickimal pedestal to see what it is. Finally, if the player accepts a sub-quest, an icon of the journal will appear in the corner of the screen, letting the player know that something has been added to the journal and they should have a look to see what it is.

Each time one of these icons appears it will fade away after 20 seconds.

ITEMS

Using the same technology, if Pepper needs to locate a specific item, he can see a live projection of the item in the world. This can rotate on screen to show Pepper a clear view of what he is looking for.

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A FRIEND WHO WON'T ABANDON YOU

If the player has been playing for a while but has not recently progressed in the story, the holomaniac will act as a reminder by popping up every now and then, much as Navi does in Zelda.

The holomaniac head will appear and give hints such as, "Pepper, they're filming the Car Chase scene at the Garage at the moment, aren't you needed for that one?" Or "Papa Brickolini is quite upset that his hat has gone missing. Have you found it yet?"

This ensures that the player does not forget what they are involved in, or what they are meant to do next and they don't just end up wandering aimlessly.

FRIENDLY CHARACTERS

In addition to the Holomaniac, Pepper can sometimes get advice from other characters on LEGO Island. Obviously, they are all going about their business and will not always have time to stop and chat with Pepper; he may even find some characters quite snappy! However, other characters, in addition to their usual chat may give Pepper a hint related to his current active sub-quest (if he is involved in one) or direct him to his next movie scene, if he is not involved in a sub-quest. This will usually be if it is relevant to what they are doing, or if it is nearby.

Pepper may only be involved in a limited number of sub-quests at any one time (see **Sub-Quests** section). If Pepper is involved in a sub-quest, some characters that he speaks to may offer him additional sub-quests, but only if they fall in the right place on the sub-quest tree and as such, are quests which Pepper may undertake at the same time. For example, Pepper may attempt the 'Crazy Pizza' sub-quest, which involves delivering pizzas for Papa Brickolini. This is a sub-quest that is repeatable, in order for the player to be able to better their score. If Pepper speaks to Papa Brickolini later, he may find that there is a new quest available as Papa has lost his chef's hat and needs Pepper to find it for him. The player will be offered this sub-quest and, if they decline it, Papa may then offer Pepper the Crazy Pizza sub-quest again.

If Pepper speaks to other characters during a sub-quest, they may chat or give a hint for that quest, even if they later have a sub-quest to offer Pepper. Characters will not offer sub-quests to Pepper until the appropriate stage of the sub-quest tree has been reached. In this way, the number of sub-quests in which the player may be involved in at any one time is limited, so as to reduce the possibility of over-complication and confusion.

WHERE AM I? (PEPPER'S MAP)

As an additional tool for the player to familiarise themselves with LEGO Island, Pepper carries a map with him wherever he goes. (see **<Map>** section in **<Pepper's Palm Pilot>**).

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This is a full map of the island and will show Pepper all buildings and landmarks, clearly displayed, in order for it to be clear for children to use too.

The player may use this map as a fast and simple way to find out where they are going, as it is quickly accessible (two button presses) from the player's inventory (status screen). The player will be able to move a cursor around the map, using the directional button. When the cursor is over a building/location, explanatory text will be displayed in the text field at the bottom of the screen, as with the other inventory screens (see **<Palm Pilot Section>**). The text will usually just display the building name.

ICONS

Additionally, to make the map even more useful, there will be location icons on screen. There will be a flashing icon of Pepper's head, which will show the player where Pepper is currently standing. There will also be a flashing mark at the location of the area that Pepper must visit in order to progress with the main storyline. For example, the location of the next movie shoot or, in the case of a sub-quest that the player must complete in order to progress, the location at which the player must accept the quest will be marked.

The player is entirely free to pursue other areas of the game, such as sub-quests, skateboarding, 'toying' etc. The progression icon is there simply to show the player where they must go in order to make the main storyline progress.

TUTORIALS (ABILITIES/SUB-QUESTS)

In terms of tutorial guidance, there are several options to consider, which different types of games will utilise:

A tutorial can be a self-contained section and imposed upon the player at the beginning of the game, as something that they must complete before they can begin the game proper.

Another way of implementing a tutorial is to, again have a self-contained section for the player to complete, in order to learn about the game. However, the player could have a choice in whether they access the tutorial or not. The tutorial section could be available from the title screen, or it could be an area within the game that the player may choose to access, in order to play the tutorial. This method does not force the player to complete a tutorial.

The drawbacks of both of the above methods become apparent when put into practice:

In the first instance, the tutorial is imposed upon the player and they must complete it before beginning the game proper. In the case of inexperienced players, this can be a bad method, as it may seem like an information overload. The player is being bombarded with information on abilities etc and they may not manage to take it all in, particularly as

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it is not in context and also because it is just given once and cannot be referenced at a later date. Additionally, this may be resented by players who are eager to get into the game, but particularly by the more experienced player. The more experienced player will be more intuitive and will not necessarily need a tutorial. Experienced players will be more likely to experiment with controls and abilities and may pick things up for themselves. They may resent having to play through a tutorial before being allowed to play the game, as it may be seen as boring or unnecessary. In some cases, a compulsory tutorial section at the beginning of a game may put off some players altogether and they will not even bother to play any further, never seeing the game.

In the second case, a tutorial that is accessed from the title screen or from a separate area can also create many of the same problems as above. However, there is also then the problem that players will never choose to access the tutorial. This might be because they think the tutorial will be boring, or maybe that there is no point in doing it, as it might not reward the player in any way and they would be better off just getting into the game. In this case, the tutorial will be wasted.

The chosen solution for this dilemma is to implement an 'invisible tutorial'. This means that we will guide the player and teach them skills by presenting them with small challenges throughout the game, which may be solved by using a specific skill. Abilities will be locked until the player requires them and, at that point the ability is explained, used and learned.

For example, the player may need to reach an object that is on a high ledge. Jumping will not take the character high enough and so they are unsure how to progress. In each case, there will be a guiding character at the scene to instruct the player. If Pepper moves to within a certain radius of this character, they will approach Pepper, (initiating a conversation) and say something like:

"Hey Pepper, look what I've learnt how to do!" (Does a double jump) " Press the (X) button to jump and then, when you are in the air press the (X) button again to do a double jump! I can jump loads higher than before so I'm going to start looking out for things that are high up, in case I can find something cool!"

If the player then successfully completes a double jump, the ability will be unlocked and may be used by the player from this point onwards.

A similar sub-quest will teach the player each of Pepper's special abilities. In this way, the player is taught without feeling that it is too intrusive and forced. It provides the guidance needed by inexperienced players, without hampering the more experienced player, or rendering the tutorial redundant.

DIALOGUE

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SCHEDULE

ALPHA PS2
11/03/02

BETA PS2
01/05/02

MASTER PS2
20/05/02

ALL LANGUAGE VERSIONS APPROVED
28/06/02

DEMO

WIP DEMO FOR NUREMBERG TOY FAIR
02/02

PLAYABLE CODE AVAILABLE FOR E3 ON PS2
26/04/02

BOOTSTRAP DEMOS THREE SEPARATE VERSIONS
03/06/02

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THE FRONT END

The Front End of LEGO Island 3, Xtreme Stunts will be based on the commercially successful LEGO Island 2 Front End, as seen below:

We will update the graphics, but the functionality will remain very similar.

The background of the menu windows will reflect the new-look LEGO Island. The scenery scrolls slowly past the semi-transparent menu window and LEGO Island is visible, with animated characters popping up to wave.

We will use brick effects during screen transitions, providing this turns out to be technically feasible. When it first appears, the menu will brickulate from nothing and become the main menu. Once a menu option is selected, the menu will brickulate apart and then reform itself as the new menu (next stage in the flowchart).

A multi-player (versus) option will be added.

An Arcade Mode option will be added.

Game Modes are:

New Game: Single Player Game
Versus Mode: 2 Player Game
Arcade Mode: Multi-Level Single Player Games

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ATTRACT/DEMO MODE

Once the front end has been loaded, the scenery will scroll past the menu as the game waits for user input. If no user input is given after 20 seconds, the game will enter Attract Mode.

Attract Mode will be a few sequences, each one several seconds in duration, of LEGO Island 3 gameplay. Attract Mode will demonstrate to players/viewers how the game works and what Pepper can do. This is also designed to 'attract' players to the game and encourage them to play. If possible, some of these sequences may give hints to secrets hidden within the game, but very discreetly, as we do not want to give them away.

SAVED DATA

We will use user-definable saved data file names, enabling the player to personalise their save files for easier identification. Date, time and percentage of game complete will be added automatically but the player may name the file e.g. 'Fred1', 'Fred2' etc. or 'Just completed Stunt Bike', and so on.

There will be a limitation on the number of characters players may use when naming save files. TBD.

When the game is first run, the player will see the LEGO Media splash screen, followed by the Silicon Dreams splash screen. This will take the player into the game where the intro FMV will begin to run. If the player presses the START or action (X) button at any time during this FMV, they will be taken straight to the title screen. Otherwise the player will be taken to the title screen once the FMV has finished playing.

At the title screen, the player will be presented with the following options:
(see **<Game Modes>** section for more detailed explanations on each option)

New Game
Load Game
Options - gfx, sound, controller configs, vibration, screen alignment.
Versus Mode
Arcade Mode

NEW GAME
Start a new single player game.

LOAD GAME
Load a saved game.

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OPTIONS

Modify and customise game settings. Note: most options will only be available from the title screen. A limited set of options, such as vibration on/off, will be available from the in-game menu.

VERSUS MODE

Start a 2 player game, (see **Game Modes** section).

ARCADE MODE

Play single player Arcade mode (multiple levels of single player movie sub-games, only available once unlocked in the main single player game), (see **Game Modes** section).

The player may use the directional buttons to move the highlight bar between the options. An option may be selected by pressing the (X) button. If the player selects ‹New Game›, the game will check whether a memory card is inserted into a memory card slot. If there is no memory card inserted, a message will be displayed informing the player that they will be unable to save their progress:

"You will be unable to save your game without a MEMORY CARD. Continue anyway?"

If the player chooses to continue, the intro FMV will run. Then the player will be taken into the game and will find themselves controlling Pepper on LEGO Island.

If the player chooses ‹Load Game›, the game will check whether there is a MEMORY CARD inserted in MEMORY CARD slot 1 or 2, and whether there is LEGO Island 3 data saved. If there is LEGO Island 3 data available, a list of the save files will be displayed and the player will be asked whether they would like to load a saved game. The player may use the directional button to choose a saved data file to load and then press the (X) button to select the file. Once a file has been selected, a message will be displayed asking the player to confirm their choice:

"File 1, Car Chase, 14%, 10:35, 27/07/01
Load this file?
Yes / No"

See flow chart, to be added.

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THE GAME STORY

FMV INTRODUCTION

Opening: Camera swoops around LEGO Island, joins and then follows Pepper as he zooms about on his skateboard. Pepper screeches to a halt at the side of the road, as a convoy of ORVs, sports cars, planes, helicopters, boats (on trailers) etc. all rush by him in a cloud of dust. As the dust clears, Pepper sees the back of the last truck disappearing into the distance and, on it is a large LEGO Studios logo. The camera shows Pepper's face as he stands there and says "Huh?"

END FMV INTRODUCTION

CUT SCENE
The player will now begin the game. The game opens with Pepper standing on LEGO Island at the corner near the North airport. The holomaniac's head appears and says

"Pepper! You'll never believe what's happening on LEGO Island! You've gotta see this! Quick, go to the Pizzeria (morphs into an arrow and points at the Pizzeria, which is extremely close-by) because Papa needs you to collect something and then I'll tell you how to get here".
END

CUT SCENE
When Pepper reaches the Pizzeria, he finds Papa Brickolini; "Ah, there you are Pepper! Hurry, I have one-a more pizza for you to deliver and it's-a going to LEGO Studios, so don't-a hang about!"

The cut scene ends and then the holomaniac appears. There is one pizza in Pepper's inventory and Papa Brickolini has directed him to deliver it to the LEGO Studios building.

"Pepper! Got the pizza? Right then, follow this arrow, quickly! If you look at the bottom of the screen you will see a compass. You can use this to find your way around LEGO Island. Head north, like my arrow, and you'll find me in no time!"
END

The Holomaniac will direct Pepper to the Studios building, as will some of the islanders, should Pepper speak to them. If Pepper has not reached the area to which he is directed after a few seconds, the holomaniac will pop up (time-based) and tell him again to hurry, also showing him which direction to take.

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CUT SCENE

When Pepper gets within a certain distance of this destination, there will be a brief cut scene showing huge buildings and equipment like sky-scrapers, warehouses, cranes etc. all appearing as though they are growing up (very fast) out of a cloud of dust and rubble, because the construction is so fast. This should look something like a film of a building being demolished, but the film is being run in reverse.

END

When the player reaches the LEGO Studios building, they will find that there is a security guard who will not let him in without some ID. Pepper protests that he is there to deliver a pizza, but the guard says that Pepper can not come in until he shows him a backstage pass with a photograph on it.

The player must then complete the Backstage Pass sub-quest (See **<Sub-Quests>** section). If Pepper speaks to the guard again, he will tell Pepper to look for a photographer and then bring the photo back to him and he will put it in a pass. Near the LEGO Studios building, a photographer has managed to get onto a nearby rooftop and is eagerly snapping away with his camera (especially visible by the flash), hoping to get a shot of a star. Other islanders will also advise Pepper to find a photographer and some will suggest that there might be people trying to get photos of the stars (and maybe bird-watching, to throw the player off the scent).

When Pepper finds the photographer, he must try to get up onto the rooftop to speak to him. This can only be accomplished by using the double-jump, so Pepper must try this. When Pepper gets within a certain distance of the building, a mini-fig who will be strategically placed near the building, watching Pepper, will approach him and initiate a conversation. The mini-fig will tell Pepper about the double-jump and explain how to do it. Pepper must then use this skill to get on top of the roof. If the player does not succeed after a certain amount of time, the Holomaniac will appear and advise the player to find a photographer and give a hint on how to reach him, in much the style that 'Navi' the fairy helps the main character 'Link' in Zelda.

Once the player reaches the photographer, he will happily take a photo of him and give a copy to Pepper. Pepper jokes; "Keep the negatives, that picture will be worth a fortune soon, when I'm a big star!" The photographer is not hugely impressed as Pepper is just a pizza-delivery boy at the moment, but he laughs pleasantly and wishes Pepper luck.

When Pepper takes the photo back to the guard, he makes a backstage pass for him and (after Pepper uses the double-jump again to jump high enough to catch the pass when it is blown out of the guard's hand) he allows him to enter the LEGO Studios building.

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LEGO STUDIOS & CHARACTER INTRODUCTION CUT SCENE

When Pepper enters the Studios, a cut scene shows him skating past the buildings, sets and vehicles all around (like the Tardis, it's bigger on the inside and is a collection of buildings and sets). A huge crowd has gathered and Pepper slowly rolls past, like Bart Simpson at the beginning of The Simpsons. Buildings, sets and filming equipment are being set up all around.

As Pepper skates by, he passes all the residents of LEGO Island, talking excitedly about the new movie. They are all dressed up in strange, mismatched costumes and reciting lines from famous (cliched) movies. They are really hamming it up. He hears snatches of conversation as he goes past:

"It's COOL MOVIE!"
"I can't believe they're casting here!"
"I'm going to audition!"
"Test me on my lines?"
"Romeo, Romeo! Wherefore art thou..."

Pepper comes to a halt at the edge of the crowd, looking around at everyone.

"This is lame. Look at them all dressed up! Well you wouldn't catch me auditioning! I've already been the star of two computer games; why would I want to be in some stupid movie? Computer games are much cooler than movies!"

Pepper is a bit of a 'Kevin', angst-ridden teenager.

Pepper looks down at the warm pizza in his hand. "Oh well, I guess this pizza is for someone on the movie set. Let's see if I can find them..."

Pepper skates forward, steering carefully around a man who is lumbering about and seems to have a furry gorilla mask jammed on his head. Unseen by Pepper, the gorilla trips over a stray cable, which is connected to a large floodlight nearby, tangling himself and causing the huge light to topple. Someone yells, "Look out!!" Pepper turns and sees the light falling down, heading right for him! With a quick burst of speed on his skateboard, he lunges forward and shoots off on his board, but the light is falling too fast and he can not get out from under it. With a final effort, he crouches low on his board and just glides under the falling light but, as it crashes to the ground, it clips the back of his skateboard. Pepper's skateboard and the pizza flip up and away into the air. Pepper flies through the air, somersaults over a waiter carrying a tray of champagne glasses, bounces on a drum that is being carried between two men, shoots upwards, grabs a tree branch and spins round it like a gymnast, flies off and through a flaming hoop that is standing nearby, over two double-decker buses (!), landing neatly on a stage, where he catches his board in one hand, and the pizza in the other, finishing in a cool

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pose. (Pepper should maybe do things like flying through a big bunch of flowers, emerging with a bunch in his mouth, which he then gives to a lady he flies past).

When Pepper looks round, he sees the whole crowd staring at him with gaping mouths. Suddenly, riotous cheering breaks out and everyone is applauding him. Pepper blushes and tries to sidle away, but a man with a shiny, red face and a beard comes bustling up to him, grabbing him by the hand.

"My boy, my boy! Wonderful! Absolutely marvellous! Fantastic! Stupendous! Amazing! Where did you come from? What a stunt! I am the director of "Cool Movie" and the man who makes all the decisions around here! We need a star for this movie, and I think I've just found him!"

The director is ecstatic, but Pepper mumbles, "I'm just here to deliver a pizza..."

"That's right!" says the director, "The pizza is for the co-star of "Cool Movie. She's around here somewhere..."

Pepper is not keen, and mutters excuses, but then the director says; "Ah, there you are my dear! Pepper, I would like you to meet our most up and coming young actress, the co-star of "Cool Movie" and your leading lady; 'Sky Lane'!"

The crowd parts and many "ooohh's"and "aaaahhh's" are heard, as Pepper is confronted by a vision of loveliness; two beautiful dark eyes, framed by the lustrous ebony hair of Sky Lane. She smiles; "Hi, Pepper."

Pepper blushes furiously and mumbles "hi". The director turns to him, "Are you sure you won't be able to help us out, Pepper? It doesn't matter that you're not an actor, we can do wonders with a bit of make-up". Penelope Puff slinks over and covers Pepper's face in a cloud of make-up. When the dust clears, Pepper looks really handsome and older and is doing a Cary Grant/Roger Moore raised eyebrow smoothy grin face. Pepper blinks and coughs, producing another cloud of dust and then he is back to normal.

Sky smiles sweetly and questioningly at Pepper. Looking at her, Pepper's face grows redder and, in the background, two drooping palm trees suddenly spring upright. "I suppose I could do it, just as a favour..." says Pepper, and Sky's smile is all the reward Pepper needs, as the crowd erupts into cheers.

AND SO...
Preparations for filming, casting, auditions etc. take place. People wander around LEGO Island practicing (Ed Mail recites William Shakesbrick's 'Hamlet', as he delivers the mail, Papa and Mama are doing some cheesy double-act, Laura and Nick Brick = Laurel and Hardy? Snap Lockitt trying to be cool. Valerie Stubbins doing the Pamela Anderson Baywatch run along the beach. They should all be doing the most unlikely and naff things).

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A FAMILIAR FACE...

The film crew has brought thousands of extra LEGO bricks with them, and is building several new buildings around LEGO Island, along with bridges etc. Many workmen are constructing new buildings for filming: one of these is LEGO Studios, another is a luxurious Hotel, while yet another is the beginnings of what looks like an Air Strip.

>>Camera soaring around above as Pepper approaches the set. Shows the new buildings and constructions, with people bustling around etc.<<

As Pepper wanders onto the set, staring all around him with gaping mouth, he is not looking where he's going and comes to an abrupt halt as he walks into someone's back. "Oh, I'm sorry. I didn't see..." Pepper begins, and then trails off as the person turns around and he sees The Brickster!

The Brickster, at first, looks annoyed at being bumped, but then he realises that it is Pepper and his mouth widens in a huge and mischievous grin.

>>The camera closes in on The Brickster's eyes widening as he grins, cut to Pepper's eyes widening too and then fade into a blurry memory effect. In the mist, dramatic, silent, black and white clips from LEGO Island 2 are played: The Brickster in jail. Pepper looking shocked. The fire-breathing. Cell door opening and Brickster running out. Pepper's face looking up and shouting as The Brickster takes off in the chopper. Buildings deconstructing. Horrified Infomaniac face. The Brickster flying away holding the struggling Mama and Papa Brickolini... Then fade back to Pepper's face.<<

"You!" Pepper gasps, but then Block Buster appears behind The Brickster. "Ah, Pepper you're here. Wonderful! I see you've met your co-star; this is The Brickster and he will be playing the part of Bad Guy.

In the stunned silence that follows, Pepper stammers "But, but he's BAD! He's The Brickster! He can't be in COOL MOVIE!"

The director breaks in; "Don't you worry Pepper. Oh, I know The Brickster's been a little mischievous in the past, but he assures me that he is a fully reformed character now and everyone else seems to agree. Why, he's even been helping some of your friends to rehearse their lines and his Brickster-bots have been reprogrammed so that now they only do good things. They're helping us with construction; look."

The director points to a nearby truck that is rumbling off towards the new strip. The back is filled to the brim with LEGO bricks and, perched on top of the pile are several Brickster-bots with hard hats wobbling about on their square heads. As the truck disappears round a corner, one of the Brickster-bots winks at Pepper. Pepper turns around and sees a Brickster-bot next to a big, box-shaped machine emanating from

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which are loud rumbling, whirring and clanking noises. On the side of the machine is a label reading 'The Works', and the Brickster-bot is dangling a spanner over it... As the Brickster-bot spots Pepper looking at him, he quickly slips the spanner into his pocket, pulls out a feather duster and starts polishing the machine, whistling an extremely UN-tuneful tune, and grinning a guilty grin.

Pepper is horrified, but The Brickster says "Yeah Pepper, gimme a chance will ya? I'm one of the good guys now. Let's be friends; whadda ya say?" He holds out his hand to Pepper, who looks at it suspiciously, but the director is looking on, a beaming smile on his face, so Pepper shakes hands with The Brickster, who has a satisfied and cheeky grin on his face. As they shake hands, the camera cuts down briefly and shows Pepper and The Brickster trying to squash each other's hands.

"Wonderful!" exclaims the director, oblivious, "Let's make a movie!" and they set off to begin filming.

END CUT SCENE

(Will be edited, depending on actual length)

FILMING BEGINS

Once the player has completed the above intro sequence, they will be free to explore the island. They may embark upon sub-quests or begin immediately with the main plot. The first place they must go to is the Garage -this will be displayed on the Notice Board (see Notice Board section) at LEGO Studios, which tells Pepper where to go, and characters/holomaniac will also direct him. At the garage, the player must film the Car Chase scene (car chase sub-game), but they will there be told that they must first get a driving licence. Once the player has completed the driving licence sub-quest they may return to the garage and begin filming the car chase scene.

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COOL MOVIE

STARRING:

COOL MOVIE! Introducing Pepper Roni as Good Guy, the beautiful Sky Lane as Lovely Lady and, throwing a spanner in the works, is Good Guy's naughty nemesis, Bad Guy, played by the mischievous, the cunning, that supreme trickster: The Brickster!

MOVIE INTRO (BEGINNING OF OUTRO FMV)

A CUNNING PLAN...

Opening titles roll and the camera opens above a huge, dark, soggy and gloomy-looking cloud. Camera slowly spirals down through the cloud and an object starts to become visible in the valley below. As the camera moves in closer, it becomes clear that this is a small and ramshackle building that has been constructed in a random fashion from all sorts of different-coloured, mismatched LEGO bricks. Its structure is entirely haphazard and irregular, looking more like a pile of bricks than a building. Outside this building is an equally strange looking technicolour car. The cloud looms over the building and grey rain is dripping down making everything soggy. Swooping in through a window, the camera shows us a dark silhouette, which is Bad Guy sitting on a lumpy, wobbly-looking throne. Capering round him, apparently doing their best to be useful, but failing miserably (tripping each other etc) are several henchmen. *Aside: These look like (and are) Brickster-bots, but they're acting as Bad Guy's henchmen.* Bad Guy looks down at his hands and we see the floor. A LEGO mouse runs across the screen, looks up at Bad Guy, laughs in a squeaky mouse voice and runs off.

Bad Guy sighs. "Why must I sit here in this tumbledown shack? I'm the cleverest, most cunning and not to mention best-looking guy I know! I should be a king! I should be worshipped, and live in a palace...with a colour scheme! If only I hadn't taken that trip...but the voices, the laughing, laughing VOICES!" A passing Brickster-bot trips over Bad Guy's feet, and Bad Guy breaks off a lump of LEGO bricks from the side of his throne and hurls them at the offending Brickster-bot.

>>Camera follows the bricks, chase-cam style, closing in on the Brickster-bot's stupid, but scared face as the bricks hit him and he falls apart into a pile of bits on the floor. <<

"Well why shouldn't I have it all? They all laughed at me once, but I won't let them do it again. I deserve a little respect, and I'm going to get it! When I have all the LEGO bricks, I will rule the LEGO Universe and everyone will bow to me!" He jumps up from his chair and Brickster-bots scurry out of his way. "That'll wipe the smile off their stupid, dumb, laughing faces. Look out LEGO world; here I come!" Camera closes in for a close up of Bad Guy's face as a wicked smile forms there, but it is so shaded that it is impossible to form a clear image of what he looks like, only the expression is visible. "All

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I need is a little Inspiration…hehehehe, Ahahahahaha, MwaHAHAHAHAHAHAHAHAAAAA!"

>>Camera sweeps upwards again, spiralling up through the roof and Bad Guy's laugh reverberates around the valley, scaring away LEGO animals. <<

END MOVIE INTRO

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MOVIE SUB-GAMES

THE CHASE...

Good Guy will chase Bad Guy across many different lands. As they progress, Good Guy must overcome many obstacles in order to achieve his goals.

LEGO ISLAND SUB-GAMES (MOVIE SCENES)

Each scene that Pepper films will be, effectively, a sub-game. We will present the sub-games in a particular way that allows us to see that they are part of a film. This will explain why the action is not based on LEGO Island and allows for things like changes of location etc. within the sub-game.

BLUE SCREEN ROOMS

The way it will work is as follows:

- At the start of each sub-game, we show a version of the following cut scene:
- Pepper, the director, the Brickster and some cameramen etc. all go into a small blue room, with props & things piled up around the room.
- We then cut, and show the set up for the game, such as Pepper chasing the bad guy, who then jumps into a vehicle, so Pepper jumps into another, thus setting the scene.
- We then cut from this back to the director talking to Pepper. Pepper sits in a chair, holding (for example) a steering wheel. The Brickster sits in front of him holding another steering wheel.
- This will vary between sub games: for the jet ski, they won't sit, and will have handle bars in their hands, etc.
- We can see people rushing around, Pepper is on a moving platform, operated by a couple of men with poles, Technician Bob is fiddling with technical equipment and cameramen are everywhere.

At this point we stop, and have a short tutorial.

- The controls for the game will be displayed, and then the user can press the control buttons, until they are happy that they know them, when they select to continue.
- The tutorial will be presented by Pepper miming the appropriate actions:
- E.g. if the user presses the 'turn left' button, Pepper will lean to the left, and turn his steering wheel (or handle bars).
- If the user presses forward, Pepper will mime acceleration, etc.
- If they press a fire button, Pepper will pick up something and lob it at the bad guy.

Once the user has finished with the tutorial, the game can start:

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- The camera then zooms in to a large television in front of the director, which has a number 3 on it. As the camera zooms in, the numbers count down 3-2-1 then a clapper board, and someone shouts "action!"
- As the clapper board is removed, we are now in the sub-game, which plays normally. There is NO sign of the blue screen etc: it is all 'real'.

If the player loses:

At the end of the sub-game, we will finish with a shot of the end of the game (e.g. Pepper in a car), and then the player's score will be presented on the screen. The score will be added up if there are different areas of scoring (e.g. racing, stunts, rings gone through, people rescued, time bonus etc) and then the total score will appear at the bottom. After the scores are added, if the player has not done well enough, they will not be presented with a L.A.F.T.A. The screen will say "Unlucky, you didn't do well enough this time. Try again". Then we will return to the Studio, see below.

Back at the Studio (unsuccessful):

- The clapper board comes down, the game view zooms out from the television, and we are back in the blue screen room. There are various people shaking their heads and indicating that it has all gone wrong. The director shouts that he didn't like that shoot and they'll have to do it again.
- The player gets the retry/go back menu and then, assuming they want to play again, we zoom the camera back to the TV screen, using the same 3-2-1 sequence. If the player chooses not to retry, they will exit back to LEGO Island.
- This gives us the option (time permitting) to put in some nice humour: the Brickster could storm out shouting "I'll be in my trailer", or we could have some props falling over, the director falling asleep, etc.

If the player wins:

Again, the game finishes with a shot of the end of the game and then the player's score will be presented on the screen and added up in the same way. The total score will appear at the bottom. If the player has been successful, they will be awarded a L.A.F.T.A., either 'Amateur', 'Professional' or 'Superstar', depending on which level of the sub-game was completed. The L.A.F.T.A. will appear on screen, spinning in the centre and twinkling golden. Then, back to the Studios for a different reception this time:

Back at the Studio (successful):

- The clapper board comes down, and the camera zooms back from the television.
- This time everyone is really happy, congratulating Pepper about the good job he has done etc.
- We put up the continue/retry menu. If the player wants to retry, then carry on back to the 3-2-1 sequence, otherwise, load back to LEGO Island.

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These three basic cut scenes could be used for each sub-game, either exactly the same each time, simply using different props, or else once the basic 3 have been written, we can do simple variations for each sub game. The tutorials can likewise be standard: we define the set of controls, and simply play different animations for different sub games.

During the failure and success cut scenes, we will have the sub-game menu at the bottom of the screen, so that the user can watch the cut scene, or go straight to the menu and ignore the cut scene.

Pepper will be performing stunts and showing off other skills. In the blue screen room, after each sub-game, the player will see a 'rush' of the scene he has just filmed. This is a first version of the filming, without special effects. For example, Pepper might drive up a ramp to jump over an obstacle during the bike game and this would be clearly visible in the rush. However, in the final cut of the movie this ramp might be obscured by a bush.

The director will say to Pepper "Great acting Pepper! Have a look at what we shot!" A static picture of a scene from Stunt Bike will be shown on the TV screen in the room. The camera will zoom in to the screen and then the clip will start rolling and the player will see a piece of action from the game, e.g. Pepper jumping through the open train carriage in the bike game. This will not be a replay, but will be a scripted clip showing a key and memorable point in each game.

Each of these 5 sub-games will take place on LEGO Island. In each game, Pepper plays Good Guy, and each is a scene of COOL MOVIE. Obviously, the movie can not be shown as a lengthy feature, but will rather be a series of snippets that summarise the story. The player will not necessarily know what is going on in the scene and the story, but will just have to film it. It will be filmed as a rush, and the player will only know the full story when he sees the movie at the end of the game. For example, he will not know who Bad Guy is (he will be kept masked by the Director, so as not to give it away for the actors).

Bad Guy is trying to kidnap 5 scientists, in order to copy their brains and get the information he needs to build a super computer, with which to deconstruct the whole LEGO Universe.

At the end of each of the 5 sub-games, Pepper will rescue a scientist and get a hint about where to go next.

NOTICE BOARDS AND THE RED CARPETS

At the beginning of the game, the player will have a limited number of sub-games available to them and sub-game progression is dependent on collecting L.A.F.T.A.s (see below). The player will know which scene to film first because the Infomanaic will tell Pepper to go and read the notice board outside the LEGO Studios building. When he does so, Pepper will find that filming of the first scene is to begin at the Garage.

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When Pepper reaches the garage, he will see that there is a red carpet unrolled down a path outside, bordered on either side with safety rails such as you would see at a movie premiere. The red carpet lets Pepper know that he may enter this building (also dependent on L.A.F.T.A. collection, later).

After this, the next sub-game will be posted on the notice board at LEGO Studios. The player may find out which sub-game should be played next (for plot progression) by reading the notices at LEGO Studios, looking for red carpets and by asking characters/holomaniac.

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L.A.F.T.A.'S AND SUB-GAME LEVELS

L.A.F.T.A.'s are the LEGO Island equivalent of B.A.F.T.A.'s. They are awards given for excellence in acting from the 'LEGO Academy of Film and Television Arts'. Pepper must achieve and receive these awards in order to become a good enough actor to film further scenes. However, there are a few L.A.F.T.A.s availsble around the island and Pepper may earn these L.A.F.T.A.s by helping people out with sub-quests, or by finding one in an out of reach/dangerous place.

Each door on the LEGO Island buildings, or boundary e.g. of the construction site, will have a number of L.A.F.T.A.'s written on the front, telling the player how many they must collect in order to film this scene. At the beginning of the game, only one door (at the Harbour) and also the 4 puzzle game doors will be available for the player to enter.

When Pepper plays a movie sub-game, he will be awarded L.A.F.T.A.s at the end, depending on how many points he scored. Each sub-game consists of three different levels, and Pepper will earn different L.A.F.T.A.s depending on which level he completes. The three levels are:

Amateur = **Easy**
Professional = **Medium**
Super Star = **Hard**

When Pepper first arrives at a sub-game, e.g. 'Car Chase', there will be only one level open to him; 'Amateur'. If Pepper completes the 'Amateur' (Easy) level, he will be awarded one Amateur L.A.F.T.A.

After completing 'Amateur', the player will now find that there are two levels available 'Amateur' and 'Professional' (Medium). Each level is different and slightly harder. If the player completes 'Professional', they will receive a Professional L.A.F.T.A.

After completing 'Professional', there are now three levels available; 'Amateur', 'Professional' and 'Super Star' (Hard).

Pepper can earn a maximum of three L.A.F.T.A.s for each movie sub-game, and must complete each successive level before the next one is unlocked.

Once Pepper has enough L.A.F.T.A.s to open the next game, 'Stunt Bike', he may try the Amateur level of the game. If the player does not wish to proceed so directly, they may continue playing the more advanced levels of Car Chase, or search the Island in search a sub-quests, which may yield him a L.A.F.T.A., or perhaps he might spot one in the distance...if only he could reach it.

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All of the three types of L.A.F.T.A. count for the same when it comes to opening games. For example, if the player needs 5 L.A.F.T.A.s to open the Jet Ski Game, these can be made up of two Amateurs, two Professionals and one Super Star L.A.F.T.A. The L.A.F.T.A. types only represent which level of the sub-game has been reached.

The table below shows how L.A.F.T.A.s are awarded for successful completion of sub-games:

Sub-Game	L.A.F.T.A.s Required	Max L.A.F.T.A.s Obtainable
Car Chase – Amateur	0	1
Professional	1 Amateur	2
Super Star	1 Professional	3
Stunt Bike – Amateur	2	4
Professional	1 Amateur	5
Super Star	1 Professional	6
Jet-Ski – Amateur	5	7
Professional	1 Amateur	8
Super Star	1 Professional	9
Plane Chase – Amateur	8	10
Professional	1 Amateur	11
Super Star	1 Professional	12
Parachuting – Amateur	13 *	13
Professional	1 Amateur	14
Super Star	1 Professional	15
The Movie Premiere (Game Completion)	14	16
Super Star Completion (All L.A.F.T.A.s collected)	19	19

- At this point, the player will find that they have completed all levels of all games open to them so far, but they are still 1 L.A.F.T.A. short. This is to encourage the player to explore the island and accept some sub-quests, as the player will need to complete the relevant sub-quest in order to find an additional L.A.F.T.A. Of course, some players may have been doing the sub-quests already and so will already have this extra L.A.F.T.A.

  There are 4 additional L.A.F.T.A.s available; 2 as the reward for sub-quests and 2 hidden in hard to reach areas on the island.

When Pepper has finished the game (after Brickster Battle) he can enter the Cinema and watch the movie. Before the movie, he will be awarded the big, gold L.A.F.T.A., for 'Best Actor'. An icon representing this will be displayed in the High Score Table. Pepper

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may now return to the island and continue playing sub-games/quests or searching the island to increase his score and L.A.F.T.A. collection.

Finally, when/if Pepper has collected all of the available L.A.F.T.A.s, there will be another ceremony at the cinema and Pepper will be awarded the Platinum L.A.F.T.A. for the 'Ultimate Best Actor'. After this, a symbol of the Platinum L.A.F.T.A. will also be displayed in the High Score Table.

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H.U.D.S

While Pepper is exploring LEGO Island, there will be a H.U.D. overlay on the screen that will provide the player with information, such as their score and the direction in which they are travelling.

All of the HUD will be 'hidden' off screen, except the compass. When the player's actions cause a reaction in the HUD, then the HUD will appear. For example, if the player defeats a brickster-bot he will receive score. At this point, the player's overall score will move down from off the top of the screen and the new score will be added to it. Additionally, we will use travelling score. When the player does something for which they receive score, at the position where the score is achieved (e.g. collecting an item, defeating a brickster-bot) the score will appear in a small font and will then travel up the screen to meet the overall score as it scrolls onto the screen, where the new score achieved will add onto the overall score.

LEGO ISLAND

Below is an example of the Island H.U.D.

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In the bottom right corner of the screen is the **Compass**. This will show the player which direction Pepper is travelling in and will aid them as they explore the island. The holomaniac and other characters will also occasionally use compass points to direct Pepper, but more basic directions are also available. For example, "Go to LEGO Studios, it's north of the Harbour. Look for the Lighthouse and you'll find you're on the right track". The compass will remain on screen all the time, but it will be very subtly designed so that it is not intrusive on the screen. It appears to be made of very thin green and red lines and is very simple and largely transparent, much like a mini-map would appear in a game like 'Turok' on the N64, for example.

In the top centre of the screen is the **Score**. This displays the player's overall score in LEGO Island 3 and is made up of points earned both on the island and within sub-games.

In the top left corner of the screen is the **Context-Sensitive Action Button Icon**. This icon will change as Pepper moves about the island and will tell the player what action may be performed in each location (see 'Controls' section). For instance, if Pepper is standing outside a door the icon will display the 'enter building' symbol. If Pepper then moves to stand in front of a person, the icon will display the 'talk' symbol. If Pepper is not standing near an object/person with which he may interact, the 'Jump' symbol will be displayed.
A small circle at the corner of the context-sensitive icon tells the player which button to use.

When Pepper enters a vehicle, a **Speedometer** will also appear as part of the HUD. This will be displayed at the bottom centre of the screen and shows the player how fast Pepper is travelling.

Additionally, each sub-game will have its own H.U.D., displaying elements relevant only to that sub-game. See individual sub-game sections for relevant HUDs.

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SUB-GAME LOCATIONS

Movie, Island and Puzzle sub-games take place in the following locations:

MOVIE SUB-GAMES

Car Chase: Garage
Stunt Bike: Construction Site
Jet-Ski: Harbour/Marina
Plane Chase: Airport
Parachuting: Space Mountain

PUZZLE SUB-GAMES

Matching Brickimals: Rolf, the Vet's
Sliding Puzzles: Police station
Wacky Warehouse: M.P.Post's Post Office & Jack o'Trades' Store.

ISLAND SUB-GAMES

Brickster's Tower: Information Centre/Space Mountain
Brickster Battle: Information Centre/Space Mountain

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SUB-GAMES

The following section contains detailed descriptions of the movie scene sub-games.

CAR CHASE

BRIEF

Car Chase pits Pepper against the Bad Guy (Brickster) in an exciting race round a track packed with film references and animations. The Brickster, up to his usual tricks has kidnapped a scientist and thrown him in the back of his cool beach buggy. Pepper, racing after him in a sleek Italian sports car must not only keep up with the Bad Guy but must crash into him to break off bits of his car. Once Pepper has smashed off enough of his car the Bad Guy will stop and release the scientist.

The game is played on a winding track set in a variety of varied environments. The chase is set partly in the city, with sky-scrapers and tunnels and partly in the countryside with mountains and beaches.

GAMEPLAY

The game play will be derived from a series of actions:

Driving the car
Chasing the Beach Buggy
Ramming into the Beach Buggy
Doing car stunts around the track
Getting power-ups while you are driving
Repairing your car in the support Juggernaut

The player can accelerate the car but it will always travel at a minimum speed, the player can also collect power-ups to increase this speed. The player can brake to avoid obstacles but will not be allowed to turn the car around and drive in the wrong direction.

DRIVING THE CAR

As with all driving games, the physics of the car are fundamental to the fun. The car will need to respond subtly to the touch of the player. The fun from the driving is mainly derived from crashing into the Beach Buggy, driving fast and doing stunts. All of these elements are likely to throw the car around, but there is no fun in having to restart the car chase again and again. Pepper's car therefore can never be stopped, it

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will only be slowed by colliding with obstacles. The player will want to be moving as fast as they can, but to also remain very stable. To maximise the speed all the corners will be 30 degrees or less. The player will therefore be able to corner at maximum speed. Pepper will always be driving forward and will never see what is behind him.

CHASING THE BEACH BUGGY

The player will spend all of his time chasing Bad Guy in his Beach Buggy, so the action of chasing must be fun. To make the chase more interesting Bad Guy will move from side to side across the road, and will be weaving through lanes of traffic in his attempt to evade Pepper. Pepper will therefore be weaving through traffic to keep up with the Bad Guy, all of which will be travelling in the same direction as his own vehicle. After each collision with the Beach Buggy the player's car will be slowed, the damage inflicted and points scored for a collision will depend on the impact speed to encourage the player to attempt dramatic high speed collisions instead of just continuously bumping and nudging. There will in fact be a threshold for a collision and if Pepper is not travelling at sufficient speed at the moment of contact he won't do any damage. Pepper will never stop his car, which may frustrate the player, and he will respond to collisions on the side of the road by slowing down. This will depend on the speed of his collision and how much of his car was in contact with the obstacle.

RAMMING INTO THE BEACH BUGGY

The action of ramming into the Beach Buggy must be fun. The point of collision needs to be enhanced as much as possible. The sound associated with acceleration will need to be exaggerated as much as possible as the player will almost certainly be accelerating just prior to the collision. At the point of collision both the Bad Guy's vehicle and Pepper's car must react in an appropriate way. The Beach Buggy must shunt forward and the car must be suddenly slowed. This means that just after the collision a gap will appear between the two vehicles. This gap is important as it then allows the player to enjoy the sight of the bricks falling off Bad Guy's vehicle, i.e. to admire his handiwork and also gives the player a vantage point to decide what he wants to do next. The player could then accelerate rapidly into the back of the Beach Buggy again or manoeuvre the car around some corners for instance and then ram into it.

The player will be able to ram into Bad Guy's vehicle from behind and from the sides. The amount of damage done by each collision will also be a variable so that the harder you hit it, the more damage you will do. The Beach Buggy will be designed so that when Pepper has done a certain amount of damage some bricks will fall off. Once enough damage has been done to the Bad Guys car it stops, there is a cut scene in which the scientist is freed and the game ends. The number of hits that will be required to stop the Brickster will be a variable but the game will be built with the hypotheses that the average number of hits required by Pepper will be five. This number will be changed if necessary during gameplay.

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DOING CAR STUNTS AROUND THE TRACK

There will be car stunts around the track such as ramps for the car to jump over, hoops of fire to drive through and walls made of LEGO bricks to drive through. There will be a score associated with each of these stunts, as the player does not need to perform any stunts. The ramps will be designed to fit into the environment. The stunts are designed to be an integral part of the track; doing a stunt should not interfere with chasing Bad Guy. The stunts, therefore, need to be placed on the track or slightly to one side of the track.

GETTING POWER-UPS WHILE YOU ARE DRIVING

The game has two power-ups but will provisionally have more added; a 'Wham-Bam' which increases the player's damage to the Brickster's Beach Buggy, and a 'Hyper-Drive' which increases the player's speed. The player will be able to collect power-ups by driving over them. The player can hold two power-ups and if both slots are full the player will not be able to pick up an additional power-up until one of these power-ups is played. The power-ups are activated by the player pressing the triangle or circle buttons. Alternatively the two shoulder buttons may be allocated a power-up each which is a more intuitive arrangement.

POWER UPS

Wham-Bam power-up
While under the influence of this power-up, each collision with the Beach Buggy will do more damage.

Hyper-drive power-up
While under the influence of this power-up, the player's car will travel faster.

Provisional Power-ups
(These will be added as time and resources allow)

Horn Power-up
The horn power up will clear the road of obstacles so Pepper gets a clear run.

Shield Power-up
The shield power-up means that Pepper's car doesn't get damaged when it crashes into any obstacle.

Minor Repair power-up
This power-up does minor repairs on Pepper's car so that it runs better.

Brickster Dodge power-up
This power-up makes the Brickster's car less dodgy and therefore easier to hit by Pepper.

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Corner power-up
This power-up allows the player to go around corners without skidding.

COLLECTING POWER-UPS

The player picks up power-ups by driving over them. The player has two slots for picking up power-ups and once they are both full the player cannot pick up another power-up until he has activated one of the power-ups already collected to clear one of the slots. The power-ups are not designed to be difficult to pick up. They will be placed on the track or, alternatively within a stunt such as in mid air at the end of a ramp.

THE LOOK OF POWER-UPS

The Power-ups will be lying in the road and will be a graphical representation of what they are. The Wham-bam will be an icon of an explosion, possibly with dynamite in the middle and the Hyper-drive will be an icon of a burning wheel or something that denotes speed. The design of the remaining power-up will be decided upon when they are introduced into the game.

ENVIRONMENT

The game will be played on a specially constructed film set. The game track will go through several different environments. The track goes through city and underground cavern environments as well as through beach and mountain environments. The environment will include car stunts that will be situated around the track such as jumping over a bridge or driving through a brick wall.

THE VEHICLES

THE CARS

Below there is Peppers car in red and the Bad Guys car in Blue.

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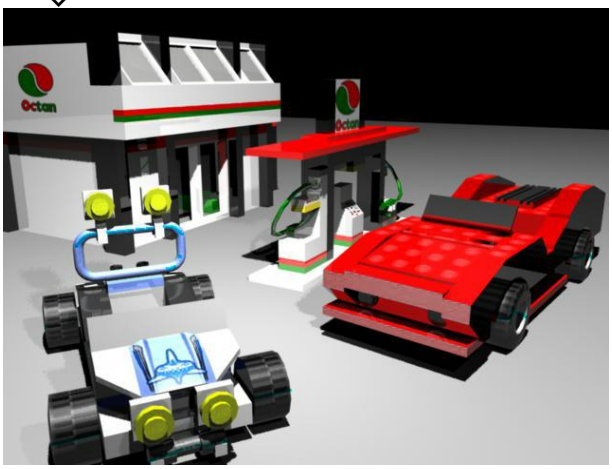

LEGO JUGGERNAUT

Of Special note is the Orange Juggernaut from the new Stunt range which makes a high Profile appearance in the Car Chase and repairs Peppers Car as he jumps across the back of the rig.

During the Car Chase there will be a section where Pepper pulls up to the Lego Juggernaut and then during a cutscene Pepper's sports car is moved on board the truck, repaired and then moved off the truck into a traffic lane again. At this point control returns to the player and they can finish the Car Chase.

ENVIRONMENTAL ANIMATIONS

As the player is driving around the track there will be animations going on around the track to bring the environment to life. The track of the Car Chase is set on a filming lot

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so naturally all the animations around the track are film references as if all these films are being shot elsewhere in Lego studio.

In the city environment there will be references to Godzilla, a giant monkey hanging from a skyscraper (King Kong) and the car from Ghost Busters. There will also be an American Firetruck and a tram in this environment. The City sections will also have Lego minifigs crossing the street carrying large pieces of glass.

The other environments will have similar film references.

These animations are at the side of the track and do not interfere with the game play at all. They are all present to be visually stimulating and to make the environment more stimulating.

ENVIRONMENTAL OBSTACLES

The physical objects that Pepper will have to contend with are as follows:

Other Road Vehicles

Pepper will be weaving through traffic and avoiding these vehicles. If Pepper hits these vehicles he will be slowed down. If he has a particularly bad collision there is a possibility that Pepper's car will be reset rather then the collision be more artificially manipulated. Some specialised vehicles such as the tram and the Ghostbusters car will appear within the lines of traffic.

Stunt Objects

On the road there will be stunts that won't affect Pepper at all but will be fun stunts for Pepper to do such as jump ramp, driving through glass, driving through burning hoops or driving through Lego Walls. If Pepper does the stunt he simply continues on the track having earned some extra points.

Additional Objects

Additional objects will be placed on the track, such as traffic cones and road block signs and if Pepper hits these objects they are simply knocked out of the way. They have no affect on Peppers car at all. Similar objects may be placed on the edge of the pavement such as fire hydrants and post boxes but they behave in exactly the same way.

TRACK LAYOUT

The track will have straights and long corners of 30 degrees and less so that the player can always be travelling at or around maximum speed. The player will be able to ride up on the pavement but there will be a collision wall a meter or so in the pavement. If Pepper hits this collision wall he will be slowed down but not stopped. The track will be six lanes wide so that Pepper will have plenty of room to manoeuvre.

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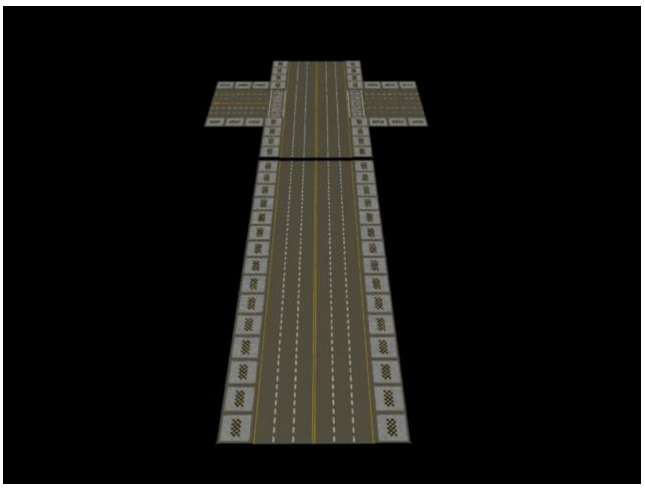
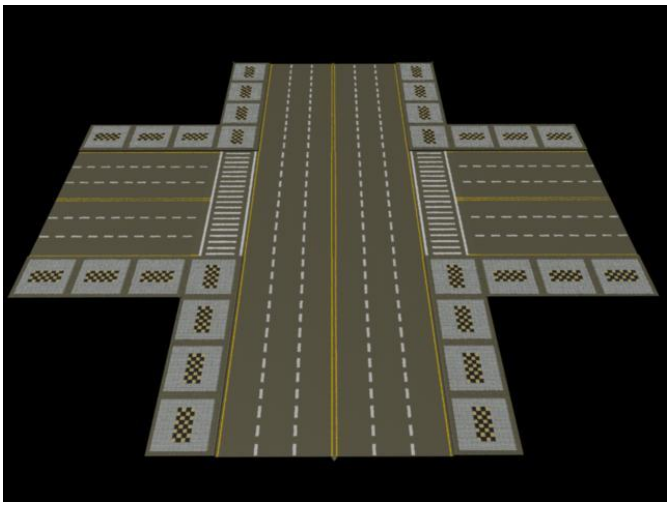
TRACK BUILDING

The track is being built in a very efficient way. The track is being made out of pre-fabricated pieces which can then be put together to create a lot of variety within each section. The system is exactly like Scaletrix. The lengths of track can be made a variety of lengths giving us control over the length of the game and the intricacy of the track. Below are examples of track section.





The buildings, power-ups, obstacles etc all have the same level of flexibility and can be added onto the edges of the track as needed.

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CONTROLS

The player will steer using the directional button/left stick, (X) to accelerate, (square) to brake and (triangle) to use power-ups. The right stick may also be used for acceleration and braking.

CONTROLS	ACTION
Directional button/left stick	Steer Car
(X) button/right stick	Accelerate
(square) button/right stick	Brake
(triangle) button	Power Up 1
L1, R1 & (circle) button	Power Up 2

*The car will travel at a variable speed, the player can collect power-ups to increase this speed. The player can brake to avoid obstacles but will not be allowed to turn the car around and drive in the wrong direction.

H.U.D.

Below is an example of the H.U.D. for the Car Chase sub-game.

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Correction:
{In this sub-game, the top right corner of the screen displays an icon of the **Power Up** which Pepper currently holds. Pepper may collect two different types of power ups, but may only carry one at a time.}
Pepper may now collect two power-ups and these will be shown in the top right and top left corners of the hud.

In the top centre of the screen is the player's **Score** for that sub-game. This score is added to the player's overall score upon completion of the sub-game. In a smaller font underneath the player's current score, the player's **High Score** for that sub-game will be displayed. This gives the player an additional goal; as well as completing the sub-game they may also aim to beat their high score, particularly as this can earn Pepper L.A.F.T.A.s.

In the bottom centre of the screen is the **Speedometer**, which shows how fast Pepper's car is travelling as he pursues the Bad Guy.

In the bottom left corner of the screen is the **Bad Guy's Brickometer**. This displays how much 'health' the Bad Guy's vehicle has. When Pepper manages to ram the Bad Guy's vehicle with his car, the impact causes bricks to fall off as it takes damage. The Brickometer depletes as the Bad Guy takes more damage. When the Brickometer is empty, Pepper has won.

SOUND

The games will require all the relevant vehicle noises for Pepper's car and the Bad Guy's Beach Buggy; accelerate, brake, turn etc. There will need to be sounds associated with all the individual power-ups; pick up power-up, use power-up etc. There will also be sound associated with the separate stunts. When the car drives over a ramp then there will need to be a sound associated with the sound of the ramp, and if the player goes through a wall of bricks it must sound like bricks crashing everywhere.

MUSIC

The music must be exciting but repetitive. Preferably rock based in the style of James Bond.

SCORING

The players score will be dependent on how quickly he can smash up the Beach Buggy and force the Bad Guy to flee.

The player will also be awarded points for doing the car stunts and for picking up and using the power-ups.

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COMPLETION

In order to win this sub-game, the player must destroy Bad Guy's car.

EXTRA PLAY

There is one level, with three levels of difficulty. This level will be modified for use in multi-player Mode and Arcade Mode.

Additionally, the player has a top score in the High Score Tables, which they can attempt to better.

Finally, there are hidden game objects such as special rare bricks and trading cards hidden within the sub-games.

COMPARATIVE PRODUCTS

The following lists a number of products, which can be referenced for similar gameplay areas.

LEGO Racers
A cartoon racing game with power ups.
Outrun
An arcade racing game.
Mario Kart (SNES, N64, AGB)
A cartoon racing game with power ups.
Chase HQ
Classic car chasing action.
Driver
A 3D city driving game.

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STUNT BIKE

BRIEF

Pepper, as Good Guy, must continue pursuit of the Bad Guy and rescue another hapless scientist in his attempt to uncover the plot.
Donning a helmet and kick-starting his motorbike, Pepper sets off in a race against the clock across LEGO Island's vast cityscapes, valleys and woodlands. He must harness all of his skills to perform jumps, wheelies, and death-defying stunts to save the captive scientist!

COMPARATIVE PRODUCTS

The following lists a number of products, which can be referenced for similar gameplay and graphical areas.

Excite Bike (N.E.S)
Excite bike is a good example of how simple controls can be used to manipulate the bike over obstacles.

Unirally / Uniracer (SNES)
Unirally is a great example of how fast a side-on game can be, without making the game too difficult to control.

Motocross Mania (PC)
Great example of motorbike animation and physics, plus a very similar 'stunt' and 'stunt hold' system.

Tony Hawks (PSX, DC, PC)
Tony hawks uses the same stunt score system, where the player will perform many stunts while in the air, but the score will only be added to the total, once the character has successfully landed.

GAME PLAY

Racing along a predetermined track, the player will control Pepper on a powerful off-road motorbike. Using Pepper's great ability to perform stunts, the player must push Pepper's speed to the limit to get to the scientist in time.

OBJECTIVES

Use ramps to jump high in the air.
Use stunts while in air to gain extra speed.
Perform wheelies along the ground to gain extra points and speed.
Collect all of the bricks for extra points.

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GAME ELEMENTS

Pepper must navigate his way through this intense, high speed racing game.

JUMPS

Varied hazards like rocks, cars, skips and wooden planks will act as ramps to propel Pepper high into the air.

FAST 2D CONTROL SYSTEM

Simple 2D control system, allows anyone to quickly start racing and performing stunts.

SPEED BOOST

To help Pepper reach the end of the course, speed boosts are executed every time Pepper lands after correctly executing a stunt.

CONTROLS

The control system is in 2D (Left, Right, Up and Down). The game dictates any point where Pepper travels into the background or foreground. The game scrolls horizontally, from left to right, with a side-on view. The chase will be followed by a buoyant camera, which moves to show off the best angle for each section of the race, while keeping to a constant side-on view.

The bike is situated on the left-hand side of the screen, giving the player enough space to see impending obstacles.

CONTROLS	ACTION
Directional button/left stick LEFT	Pulls a gradual wheelie or 360 in air
Directional button/left stick RIGHT	Stream Line (pushes the front wheel down)
(X) button	Accelerate
(square) button	Brake
right stick	Accelerate/Brake
(circle) button	Stunt Enable

BIKE HANDLING PHYSICS

The core of the gameplay is derived from the bike's handling and the way it reacts to jumps and obstacles. The motion of the bike is made to feel very fluid, complimenting the environment structure. The jumps are a little over the top, holding the air, and giving the player time to make stunt combinations.

The areas of control that the player must be aware of are:

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PRE-JUMPING

This is where the player must make sure their speed is high enough to create a nice smooth jump. Going too fast over a jump will make it difficult to perform a nice smooth landing. Also, going too slow will result in a bad jump as well as allowing no time for stunts and, again creating a bad landing.

STUNTS IN AIR

While performing a good jump, Pepper can do a number of stunts in the air to earn him both extra speed and points. While performing stunts the player should be aware of the ground, giving Pepper enough time to finish the stunt before preparing to land.

LANDING

As a jump is coming to an end the player must prepare Pepper's bike for the impact of hitting the ground. The perfect landing can mean that no speed is lost and Pepper can instantly carry on with the chase. However, if the bike is handled badly then the player may find that Pepper will bounce upon impact, losing any speed gained, or worse, fall off the bike altogether!

Poor Landing (Bail)	Great Landing (Keep Speed)	Bounce Landing (Slow Down)

Because of the nature of physics, only guidelines can be generated and the above will be true in most cases. Exceptions to the rules are always apparent, taking into account how steep the jump is and the angle of the ground may all change the effects of Pepper's landing.

FALLING OFF

If Pepper has a bad landing or hits an obstacle while travelling at a fast speed, then he will fall off the bike. Once this has happened, the game system will automatically make Pepper reappear on the bike at the next 'safe zone'.
The 'Safe Zones' are so that if Pepper has fallen off the bike on a run up to a jump, or before a large obstacle, he may not have enough space to gain speed for the jump. A

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'Safe Zone' is placed after every jump or obstacle, so that when Pepper falls off he is placed back on the course just after the obstacle.

PULLING WHEELIES

The player can make Pepper perform a wheelie by pressing the Directional button left. The more the button is pressed, the bigger the wheelie, but hold it down for too long and Pepper will fall over! The wheelie can be held for longer by getting Pepper at a good angle, before tapping the left button, which will keep the angle. Once the button is released, Pepper will gradually come back down onto two wheels.
Pepper earns points in the same way as performing a stunt when pulling a wheelie. Points are given for each wheelie pulled, and extra points for how long the wheelie is held (same as stunt hold).

STREAM LINE

If the player holds right on the directional button while Pepper is racing along the straight, he will gain an extra speed increase as a result of the extra aerodynamic flow.

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STUNTS

The stunt system works the same as Jet Ski and Parachuting, allowing the player to dictate when a stunt is going to be performed.
The stunts can be performed while in air, each correctly performed stunt will boost Pepper's speed after successfully landing.

PERFORMING THE STUNT

As Pepper is taking off from a jump, the player can start to execute a stunt command (see table below) and Pepper will then activate the stunt, noted by the appropriate animation. The player can then issue a second stunt to be performed while the first is still being executed, which will be stacked up and started after the first finishes. This can be repeated, but only one stunt can be stacked at any one time.

LANDING

One issue that the player must be aware of is landing (see: Bike Handling Physics). Pepper must land without falling off, if he is to keep the stunt score; if he bails then the points are lost. The other issue is speed. When Pepper successfully performs a stunt he will receive a speed boost, which is activated after making a 'Great landing' (see: Bike

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Handling Physics). If Pepper lands with either a 'Bounce' or 'Bail' then he will lose any speed increase.

STUNT CONTROLS

Below is the list of possible stunts, controls and the amount of time it takes to perform. Each of the stunts listed can be combined in air, allowing Pepper to perform two, three or even four different stunts in a row.
To execute a stunt, the player must press the 'stunt' (circle) button before or at the same time as tapping the direction and the stunt will then execute.

HOLDING A STUNT

Rather than execute a second stunt, the player can keep the 'Stunt' button depressed to keep Pepper held in position. Once the 'Stunt' Button is released Pepper will end the stunt.
Using this tactic will give Pepper a combo score, much like Crazy Taxi's 'Crazy Drift' bonus.

Control	Stunt	Length of Stunt	Score
(circle) + Left	Fist Punch	Quick	50
(circle) + Right	No Hander	Quick	50
(circle) + Down	No Footer	Quick	50
(circle) + Up	Windsurf	Long	150
(circle) + Right, Right	Cordova	Long	150
(circle) + Down, Down	Prayer	Quick	50
(circle) + Left, Left	Superman	Long	150
(circle) + Up, Up	No Handed Windsurf	Long	150
Left	360°	Long	200

SPEED BOOST

For each combo or stunt hold that Pepper performs, a speed boost is earned. After a successful landing, the bike will boost forward. The more boosts earned the faster the increase of speed. This boost lasts for approximately five seconds.

ENVIRONMENT

Using LEGO Island as the environment, Pepper will race past many Key locations, like the police station, Pizzeria, Film Studio and Res-Q HQ. Each route section (see: Routes) will hold a slightly different theme, these may include the following: Film Set, Construction Sites, Busy Streets, Rolling Valley, Forest, Train Station, Airport.

All of the ramps and obstacles are themed to fit in with each route. The construction site uses ramps made from scaffolding, iron girders and skips, while the forest uses logs

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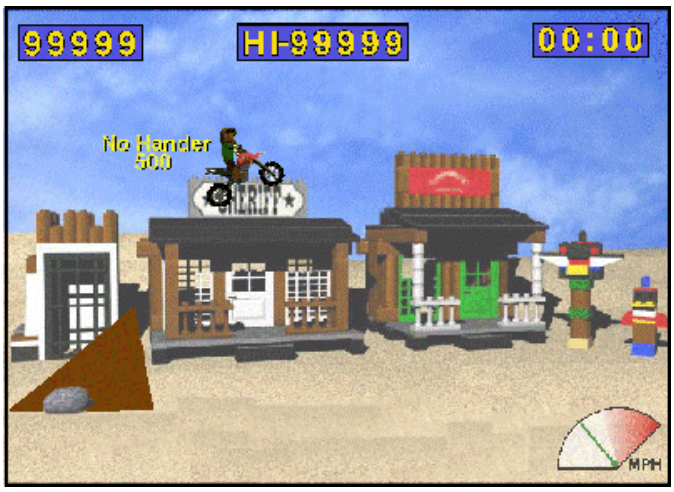
and grassy hills. Each of the environments are designed to be as vibrant and interactive as possible.

Passing people will stand in awe as Pepper performs his airborne stunts. If Pepper drives over a vehicle, its suspension will react accordingly.

H.U.D.

The main aspects of the HUD will be to show the timer and the scoring. Also, in addition to the static scores, a dynamic bonus score is used for when Pepper performs stunts.

Below is an example of the H.U.D. for the Stunt Bike sub-game:



In the top left corner of the screen is the **Timer**, which will start as the game starts. The player must complete the course within the time limit.

In the top centre of the screen is the player's **Score** for that sub-game, which will be updated whenever Pepper scores throughout the game. This score is added to the player's overall score upon completion of the sub-game. In a smaller font underneath the player's current score, the player's **High Score** for that sub-game will be displayed. This gives the player an additional goal; as well as completing the sub-game they may also aim to beat their high score, particularly as this can earn Pepper L.A.F.T.A.s.

In the top right corner of the screen is the **Trick Boost** icon. When the player successfully lands a stunt, they will get a boost, which can be used for a temporary increase in speed. The player may collect more than one boost, to be used as they decide.

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In the bottom centre of the screen is the **Speedometer**, which shows how fast Pepper's bike is travelling as he pursues the Bad Guy.

DYNAMIC SCORE

Any scoring achieved in the game (i.e collecting LEGO bricks) will appear floating behind Pepper, before migrating up to the current score. Once the amount reaches the top left it will be added on to Pepper's current total.
If Pepper is performing a stunt, then the name of the stunt and the score value will appear behind him. If Pepper then goes on to perform a second or third stunt, the name will update accordingly and the score will multiply, giving an overall total for the current stunts. If Pepper performs a hold stunt, then a X2 (X3, X4) will appear next to the stunt name and the score will multiply. This will continue for as long as Pepper keeps the stunt held.
If Pepper successfully lands after performing the stunt sequence, then the dynamic score will migrate up and add to the current total.

MPH

Displayed at the bottom centre of the screen, the speedometer shows how fast Pepper is currently travelling. If Pepper performs a number of stunts before successfully landing, then the speedometer's arrow will be pushed past the red line to show the boosted speed.

SCORING

The scoring for the game will be made up from the following instances:

Instance	Points	In Game / End
LEGO brick	100	In Game
Stunt	See: Stunts	In Game
Wheelie	30	In Game
Bonus: All Bricks Found*	1000	End
Time Left[1]	5 Per Second	End

* If Pepper collects every brick on the level.
[1] Once Pepper finishes the game, the time left on the clock is converted to points, and then added to the total score.

STUNT SCORING SYSTEM

The stunts are scored as Pepper performs them. Each stunt adds its value to the total, which is then added to Pepper's score once he lands. If Pepper performs a stunt hold (the same stunt continually), then the same score will be multiplied by how long the stunt is held (per second).

SOUND

The sound is broken down as follows:

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AMBIENT

Each of the routes has a unique audio soundtrack:

THE CONSTRUCTION SITE

This is compromised of drilling noises, hammers, sawing of wood and heavy diesel engines.

THE BUSY STREET

Filled will engine noises, horns honking and crowds of people making comment at Pepper's actions.

TRAIN STATION

As Pepper races across the busy platform, announcements over the P.A system can be heard. Frustrated commuters shout at Pepper as he rockets past them.

FOREST AND VALLEY

Rolling green hills are made up from tweeting birds, running streams, forest animals and fresh wind blowing across the grass.

SOUND EFFECTS

Below lists the main areas of sound effects:

MOTORBIKE

The engine noise for the bike is based on an off-road scrambler; sounding very raw, with lots of pitch changes as the speed increases.

PEPPER

As Pepper performs stunts he shouts out in excitement; "Woo Hoo!", "Alright!" Each comment is used to show how well the player is performing. When Pepper falls off the bike he will groan, to convey how bad it is.

SCORING

Every time a stunt is performed or a brick is collected the score pings, to show that it is correct. This is much like when a 'Crazy Drift' is performed in Crazy Taxi.

MUSIC

The game uses a fast music track, to emphasise the speed of Pepper travelling across LEGO Island.

FEATURES

Below is a list of features, which could be included in the game.

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EXTRA PLAY

There are three different levels, of varying difficulty. Further levels will be created and used in the multi-player courses and Arcade Mode.

Additionally, the player has a top score in the High Score Tables, which they can attempt to better.

Finally, there are hidden game objects such as special rare bricks and trading cards hidden within the sub-games.

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JET-SKI

BRIEF

Pepper is going to the LEGO Island Marina, as the next part of the film will be a speedboat chase, with Pepper and Sky Lane on a jet-ski.

Bad Guy is escaping with another scientist, this time in a speedboat. Good Guy is giving chase on a jet-ski. Good Guy must catch Bad Guy before he gets to the open sea, where the speedboat can easily outrun the jet-ski.

The game is played in full 3D with Pepper and his jet-ski visible in the centre of the screen. Pepper will be chasing the Bad Guy over four laps of a winding circuit, with scattered obstacles. The course will be a very congested water area, where the agility and small size of the jet-ski will outweigh the raw speed of the speed boat. The Bad Guy cannot break for the sea immediately because a large tanker is coming into the harbour and blocking the exit.

GAME TIME

It should take the player an average of 4 minutes to catch the speedboat. Each lap of the course will be about 1 minute in length, so the player learns the course over the chase and can use this knowledge to their advantage.

COMPARATIVE PRODUCTS

Wave Race (N64)
Similar control system and camera view.

Powerboat Racing (PC & PSX)
Powerboat Racing 2 (PC/DC)

GAMEPLAY

There will be objects floating in the water that will knock Pepper off if he rides into them, but he will quickly get back on, like Wave Race. Pepper may also fall off if he collides with the scenery, or he may just bounce off and be slightly slowed. The effects of colliding with the scenery depend on the speed and angle of collision. The player can use ramps to perform jumps, useful for leaping over obstacles and necessary for performing stunts. The player can collect power-ups that will increase Pepper's speed.

Pepper may also perform stunts as he goes round the course, by pressing buttons when he goes over jumps. Performing stunts increases the player's score, as well as giving the jet-ski a speed boost.

To complete the game Pepper must get very close to the speedboat and remain there for three seconds. The first time Pepper does this, the count will go "3, 2…" but the Bad

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Guy will get away on the count of two. After this, if Pepper gets close enough to the speedboat again, and stays there for three seconds, he will win. A cut scene will show Pepper and Sky Lane jumping from the jet-ski onto the speed boat. If Pepper has not caught the Bad Guy by the fourth lap (the final lap), a short cut will open on the course (very visible) and the player could use this to catch Bad Guy.

OBJECTIVES

Avoid floating objects.
Avoid crashing into the scenery.
Get close to Bad Guy's speedboat.
Do stunts.

CONTROLS

CONTROLS	ACTION
Directional button/left stick LEFT/RIGHT	Steer Jet-Ski
Directional button/left stick UP/DOWN	Lean Forward/Back
(X) button	Accelerate
(square) button & Directional button LEFT/RIGHT	'Brake'/Reverse (will perform a sharp, 'skidding' turn)
right stick	Accelerate/Brake
(circle) button & Directional button	Stunts (see table below)

By leaning back at the top of a ramp, Pepper can make the jet-ski jump higher than normal.

If Pepper is leaning forwards when the jet-ski lands at the end of a jump, then the jet-ski will dive underwater for a short period.

STUNT CONTROLS

Stunts can only be performed in the air during a jump. If the player is not in the upright position when the jet-ski returns to the water then they crash and the stunt is voided. Leaning forward so that the jet-ski goes underwater does not void the stunt.

To activate a stunt the player needs to press button (triangle) then tap the D-Pad to perform the separate stunts. These stunts can be performed in sequence.

When the player releases the stunt button, the jet-ski will return to the normal upright orientation.

(circle) & tap D-Pad Left	Angle jet-ski 90° anticlockwise.
(circle) & double tap D-Pad Left	Perform a full barrel roll anticlockwise.
(circle) &	Angle jet-ski 90° clockwise.

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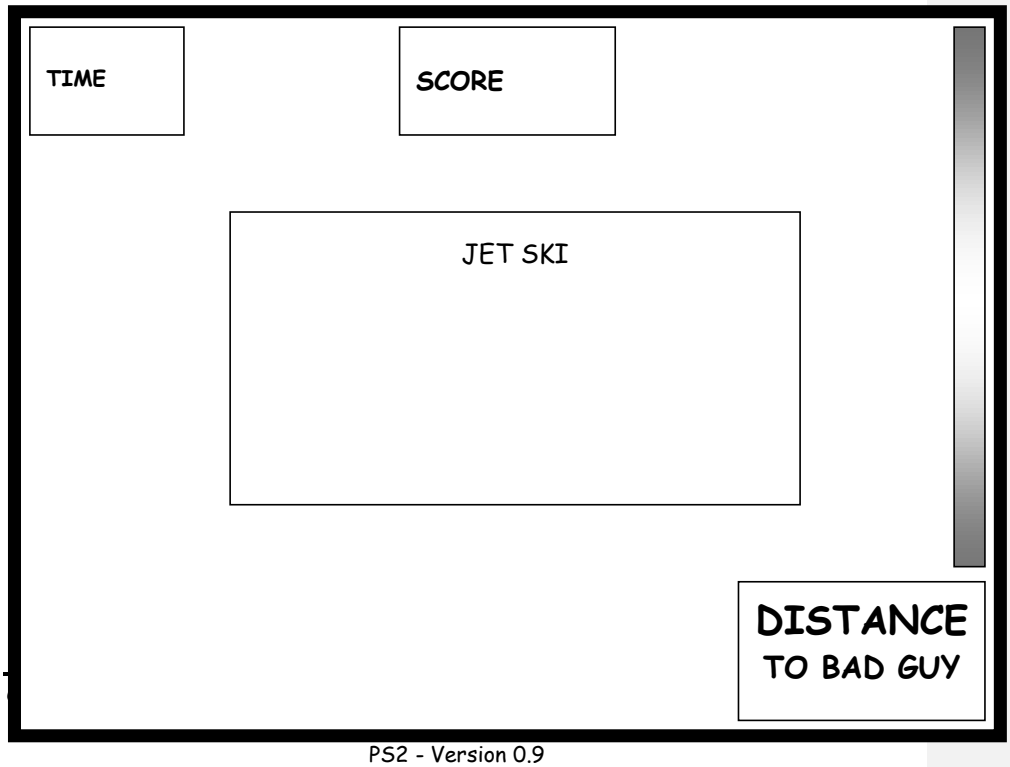
tap D-Pad Right	
(circle) & double tap D-Pad Right	Perform a full barrel roll clockwise.
(circle) & tap D-Pad Up	Let go of the controls and hold your arms out to the side.
(circle) & double tap D-Pad Up	Perform a handstand.
(circle)& tap D-Pad Down	Pull jet-ski up into a vertical position.
(circle) & double tap D-Pad Down	Somersault the jet-ski (pitch up).

ENVIRONMENT

The huge liner in the harbour will dominate the view. Piers and quays will stretch into the harbour. Other vessels ranging from fishing boats and yachts to ferries and container ships will be in the docks. Blocking the sea exit is a large tanker slowly exiting the harbour.

H.U.D.

Below is an example of the H.U.D. for the Jet-Ski sub-game:



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In the top left corner of the screen is the **Timer**. The player must catch the Bad Guy within the time limit.

In the top centre of the screen is the player's **Score** for that sub-game. This score is added to the player's overall score upon completion of the sub-game. Stunt scores will appear next to the jet-ski when a stunt has been completed and will migrate to the player's score and add to it. In a smaller font underneath the player's current score, the player's **High Score** for that sub-game will be displayed. This gives the player an additional goal; as well as completing the sub-game they may also aim to beat their high score, particularly as this can earn Pepper L.A.F.T.A.s.

On the right side of the screen is the **Distance meter**, which will show how close Pepper is to the Bad Guy. Pepper must close the distance and hold his position alongside the boat for 4 seconds, in order to win the game.

At the bottom centre of the screen is the **Speedometer**, which shows how fast Pepper's jet-ski is travelling as he pursues the Bad Guy.

Additionally, the Boss, using the holographic link to Good Guy's watch will help guide the player to Bad Guy's speedboat by projecting an arrow, which will always be pointing at it.

SOUND

AMBIENT

The jet-ski's engine note will change depending on how hard it is being ridden. The jet-ski's engine will be muffled if the player gets the jet-ski underwater.

Bad Guy's speedboat should have a very distinctive sounding engine, so it is easy to pick out. 3D sound would be helpful in reinforcing the HUD arrow in indicating Bad Guy's position.

The sound of surf will be heard as waves hit the beaches and cliffs of LEGO Island.

Sea birds can be heard.

When the player is near a bathing area the shouts of playing children and splashing will be evident.

MUSIC

INFORMATIONAL

Positive tones are used when the player successfully completes a stunt, unless they are in a bathing area.

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Negative tones are used when the player miss-lands a stunt, or crashes. If the player performs a stunt in a bathing area, they will get a negative tone.

The start lights for a race will have associated tones.

The player will be told when they are on the final lap at the beginning of that lap.

SCORING

The time taken to catch the Bad Guy's boat is the major determinant of the player's score. The player can perform stunts to gain bonus points and also collect LEGO bricks.

EXTENDED PLAY

There are three different levels, of varying difficulty. Further levels will be created and used in the multi-player courses and Arcade Mode.

Additionally, the player has a top score in the High Score Tables, which they can attempt to better.

Finally, there are hidden game objects such as special rare bricks and trading cards hidden within the sub-games.

POSSIBLE MODES/THEMES FOR THE 3 LEVELS:

TOURIST MODE

This involves the whole shoreline of LEGO Island. The player will be able to explore the island from the ocean perspective. Some of the shoreline will be bathing beaches and people will be swimming in the sea. Various water creatures will be visible, swimming in the ocean.

This is always played in a practice mode style, so no score is shown. However, the player will be penalised for performing dangerous actions at sea and this will be shown.

STUNT MODES

This is a lake with jumps set up in it. This area can be used to practice stunts without endangering anyone.

The player can use the Stunt Lake in two modes; Practice Mode and Performance Mode.

In Practice Mode there is no time limit. The player can practice their stunts and will be shown how well they have performed them.

In Performance Mode, the player has a set amount of time to gain as many points as possible from their stunt routine. There will be a hi-score table that the player can try to better. This mode is suitable for multi-player competitions.

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RACE MODE

Various courses can be set up for races to be held on. The player(s) will be able to race against human or computer opponents.

The players are interested in the time they took to complete the race and what their finishing position was. Time differences will be shown for the finishers. Personal lap time comparisons will be shown at the end of each lap so the players can see if they are improving their own lap times. Players are also rewarded with a mention if they get the fastest lap for the race and when they get the fastest lap for that course.

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PLANE CHASE

BRIEF

Pepper goes to the next set for the filming of the next scene of 'Cool Movie'. In this scene, Bad Guy (The Brickster) has grabbed one of the scientists and is escaping in an aeroplane. Good Guy (Pepper) requisitions a fast prop plane from the airport and sets off in hot pursuit.

Pepper must stop Bad Guy's plane before he escapes with the scientist.

The player will see a third person view of the rear of Pepper's plane and, up ahead the rear of Bad Guy's plane. Pepper will stop Bad Guy by grinding into his plane and causing damage (LEGO bricks fall off) until the plane may no longer be flown.

GAME TIME

The game should take approximately 4 minutes.

COMPARATIVE PRODUCTS

Star Fox (N64)
Star Fox has a very similar control method and third person view.
Prop Cycle (Arcade Machine)
Flying through balloons, collecting bonuses and power ups.
X-Wing (PC)
Training mode ideas can be used for extended play.

GAMEPLAY

The planes will fly at a constant speed, with Pepper's plane behind the Brickster's. The player can use the directional button to move around the screen, but will not be allowed to turn the plane around and fly in the wrong direction.
The planes will chase around a fairly long and varied circuit, which has health power-ups to collect. There will also be obstacles to avoid, such air traffic, birds, planes and baggage, which the Brickster throws out of the back of his plane. The positioning of the obstacles and the power-ups, along with following Bad Guy will guide the player around the course. Pepper's plane will receive damage if it hits an obstacle. This damage is registered on Pepper's brickometer (see below). If this gauge is emptied, the plane is too badly damaged to continue and Pepper must film the shoot again.

Boost
Pepper's plane uses a nitro boost, which will enable him to catch up to, and grind into the Bad Guy's plane. When the player holds down boost, the boost meter will build up. Once released, Pepper's plane will surge forward for a short while. During this boost, if the player steers towards the Bad Guy's plane, they will hit it, doing damage. The damage is dependent on the strength of the boost, determined by the boost meter. A large boost

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will allow for a longer grinding period, resulting in more damage. This will be represented by the number of bricks that fall from the Bad Guy's plane. When boost power-ups are used, first the smaller pods will light up, followed by the medium pods and finally the huge pods. This more than doubles the time it takes to charge a full boost, but allows for a much longer grinding period. As the boost is charged up, the plane starts to shake and gradually becomes more uncontrollable. This will require extra skill to charge maximum boost whilst avoiding oncoming objects.
Along the route, Brickster will set flying henchmen on Pepper, who will fly in formation, trying to block Pepper and knock him out of the sky. Once these minions are dealt with, Pepper can continue attacking the Brickster. Whenever the two planes get near each other, Brickster will taunt Pepper.
After Pepper has hit Bad Guy for the final time, a brief cut scene will reward the player. In the cut scene the Bad Guy's plane will fall to pieces completely, leaving the Bad Guy parachuting to the ground.

OBJECTIVES

Avoid crashing into obstacles.
Grind into Bad Guy's plane.
Collect power-ups.
Rescue the scientist.

POWER UPS

Health
This restores some of the lost health of Pepper's plane, partially refilling his brickometer.

Manoeuvring Speedup
This increases the speed at which the Pepper's plane moves around the screen. With three stages of speedup the plane becomes very manoeuvrable.

Shield
Creating a force field around Pepper's plane, this power up makes the player invulnerable for short periods of time.

Turbo
There are three additional stages of turbo to improve the plane's boost capabilities. The first stages adds two small boost pods at either end of the wings. The second add bigger pods further in on the wings. The final stage adds two huge pods next to the fuselage.

CONTROLS

CONTROLS	ACTION
Directional button/left stick LEFT/RIGHT	Steer Plane Left / Right
Directional button/left stick UP/DOWN	Steer Plane Up / Down

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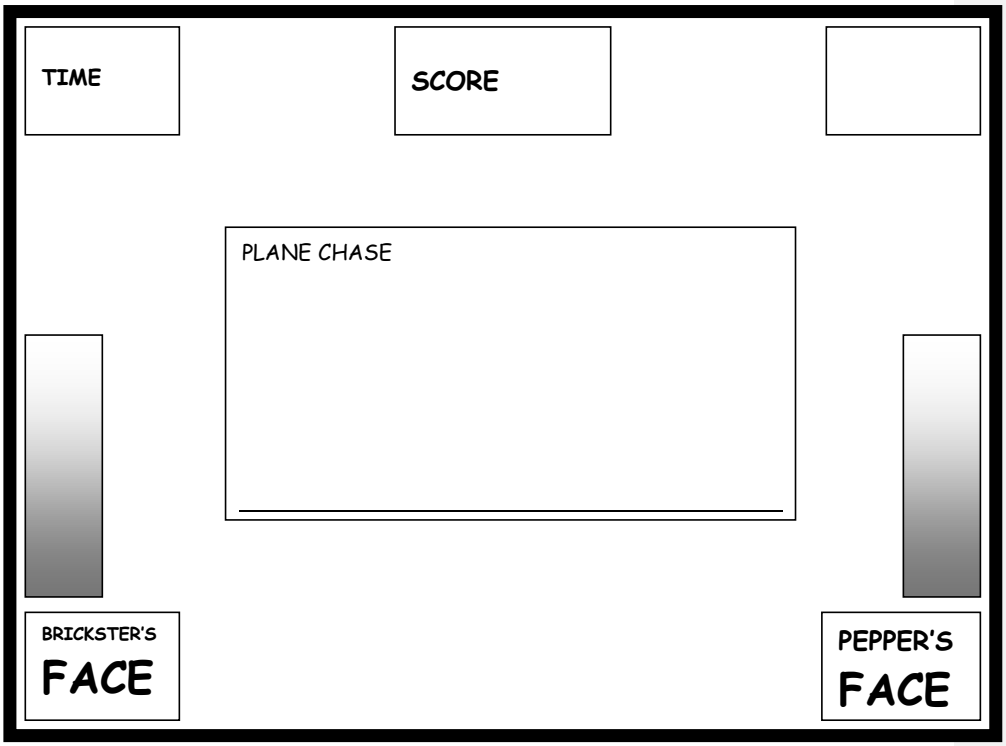
(X) button	Boost

H.U.D.

Below is an example of the H.U.D. for the Plane Chase sub-game:



In the top left corner of the screen is the **Timer**. The player must catch the Bad Guy within the time limit.

In the top centre of the screen is the player's **Score** for that sub-game. This score is added to the player's overall score upon completion of the sub-game. In a smaller font underneath the player's current score, the player's **High Score** for that sub-game will be displayed. This gives the player an additional goal; as well as completing the sub-game they may also aim to beat their high score, particularly as this can earn Pepper L.A.F.T.A.s.

In the bottom left corner of the screen is the **Bad Guy's Brickometer**. This displays how much 'health' the Bad Guy's plane has. When Pepper manages to grind the Bad Guy's

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plane with his plane, the impact causes bricks to fall off as it takes damage. The Brickometer depletes as the Bad Guy takes more damage. When the Brickometer is empty, Pepper has won.

In the bottom right corner of the screen is **Pepper's Brickometer**. As with the Bad Guy, this represents the 'health' of Pepper's plane. If Pepper's plane hits buildings and obstacles, or gets hit by the Bad Guy's rear attacks (dropping cargo, etc) his Brickometer will deplete. If Pepper's Brickometer is emptied, the film shoot will have to restart.
At the bottom centre of the screen is the **Boostometer**, which shows how fast Pepper's plane is travelling as he pursues the Bad Guy.

ENVIRONMENT

This game takes place in the skies above the film set.
Other sky users will have to be avoided; birds, aeroplanes, hot air balloons, parachutists, pterodactyls, and dragons! Striking any of the sky users will damage Pepper's plane and elicit an angry response from whomever Pepper has hit. The dragon will send a spume of fire towards Pepper, if it is hit! A volcano will spew out lava and fiery rocks, whereas the big stacks of rock will have rock falls.

SOUND

AMBIENT

Pepper's plane has a propeller engine. When the player uses the nitro boost, an extra jet engine will roar loudly while the nitro boost is being used. As Pepper's plane takes damage the engine will begin to sputter, with the amount of sputtering related to how much damage Pepper's plane has taken.
As the player damages the Bad Guys plane, they can hear the engine note change.

MUSIC

INFORMATIONAL

Whenever Pepper does one of the following actions there should be a positive tone.
Damaging the Bad Guys plane.
Collecting power ups.
If the player crashes into another citizen of the sky, there will be a negative tone.
Reinforcing the negative tone is the angry reaction of whatever Pepper hit.
Birds will squawk indignantly.
The crew of planes and balloons will tell Pepper to watch where he was going.
Pterodactyls will screech.
The dragon will rumble as it attempts to flambé Pepper's plane.

If Pepper crashes into an obstacle, there will be crashing and scrapping sounds.

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SCORING

Speed bonus for quick completion.
Bonus for remaining health.
Points for each successful attack.

EXTENDED PLAY

There are three different levels, of varying difficulty. Further levels will be created and used in the multi-player courses and Arcade Mode.

Additionally, the player has a top score in the High Score Tables, which they can attempt to better.

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PARACHUTING

BRIEF

Pepper is going to skydive for the next scene of 'Cool Movie'.

Bad Guy has hijacked a plane and thrown all of the passengers, crew, and their belongings out of the plane without parachutes! Good Guy grabs a load of parachutes and his trusty skyboard before leaping out of the plane after the falling people. Good Guy must try to reach all of the people that have been thrown out of the plane and give them parachutes.

The game camera points straight down towards the ground with a third person over the shoulder view of Pepper. The camera rotates with Pepper as he rotates clockwise and anticlockwise, so the ground appears to rotate in the opposite direction.

COMPARATIVE PRODUCTS

LEGO Island 2 – Parachute Training, and Parachute to Ogel (PC)
Pilotwings (N64)
Similar camera position, skydiving model, and control method.

GAMEPLAY

By changing Pepper's orientation, the player will be able to effect the speed of Pepper's fall and the direction in which Pepper is falling in. If Pepper is horizontal in the standard skydiving position, he will be falling slightly faster than the people thrown out of the plane. As Pepper moves into a vertical position, he will fall quicker, until he is falling much faster then the other people. While horizontal or vertical Pepper falls straight down, at angles in between Pepper will fall either forwards or backwards depending upon his orientation.

Pepper will freefall for a while, during which time he may perform stunts on his skyboard. Then below him, a person will appear Pepper must reach and touch them. When Pepper touches a falling person he gives them a parachute so they drift down to the ground safely. If Pepper misses a person, that person will disappear past the camera. The falling people will be spaced apart, with time in between to do stunts. To aid the player in detecting each of the falling people, they will leave a trail. This trail could be smoke but may be more exotic with soap bubbles or musical notes for example.

As Bad Guy threw everyone's belongings out too, Pepper will see things like grand pianos and lampshades falling every now and then. If Pepper touches these, he may also put a parachute on them. Pepper may also put parachutes on passing birds that he touches.

Pepper will be able to perform grinds along magical floating rails, or passing aircraft.

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When Pepper gets close to the ground, he will be warned to deploy his parachute. Until this time the player will not be able to deploy Pepper's parachute. Pepper has to land at the airport where the film director has set up the first unit camera to film the landing. At this low level, wind effects will be more apparent as the wind blows Pepper off course. There are three landing zones and, depending on which one he lands on, Pepper will get a different cut scene. If Pepper lands on the gold target, he will be centre screen and the director will come and shake his hand. Landing on silver, Pepper will be more distant and the director will wave. Landing on bronze, Pepper will be very small in the distance and the director will be waving his arms and using a megaphone to congratulate him!

GAME TIME

The game should last about 3 minutes.

OBJECTIVES

Touch each of the falling people.
Touch falling objects.
Land at the landing point.
Perform stunts.

CONTROLS

D-Pad Up / Down	Alters Pepper's falling angle.
D-Pad Left / Right	Rotates Pepper, screen relative clockwise and anti-clockwise.
(X) button	Release Parachute.
(circle) button	Perform stunts in conjunction with D-Pad keys.

Comment [JP1]: The 'stunt' button used in any subgame should be the same button.

The game camera is always directly above Pepper and pointing down to the ground. Pepper is always oriented so that he is vertical with respect to the screen. When pressing D-Pad Left or Right the world appears to rotate, not Pepper.

STUNT CONTROLS

Stunts can be performed at any time during the skydive.
To activate a stunt the player needs to press the (circle) button then tap the D-Pad to perform the separate stunts. These stunts can be performed in sequence which will award the player extra combo points!

(circle) button & tap D-Pad Left	Perform a 'Raging Bull'.
(circle) button & double tap D-Pad Left	360° Anticlockwise spin.
(circle) button & tap D-Pad Right	Perform a 'Greedy Brickster'.
(circle) button & double tap D-Pad Right	360° Clockwise spin.
(circle) button &	Make a front grab.

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tap D-Pad Up	
(circle) button & double tap D-Pad Up	360° Forward somersault.
(circle) button & tap D-Pad Down	Make a back grab.
(circle) button & double tap D-Pad Down	360° Backwards somersault.
(circle) button & D-Pad Up / Down & D-Pad Left / Right	180° somersault with a 180° spin as well.

To perform the Raging Bull bring your hands up to your head and make little horns with them whilst mooing.
To perform the Greedy Brickster pretend to eat lots of pizza.

ENVIRONMENT

The stunt is being filmed in the skies above LEGO Island. Recognisable features on the ground should be visible to aid in the player's orientation.
Pepper will be passing clouds at different heights. The clouds will help convey the feeling of speed as Pepper falls. The lateral movements of clouds will also indicate wind speed and direction.
There are three landing pads at the LEGO airport. The bronze pad is the largest, and the gold pad is the smallest.

G.U.I

Mock Screen Shot

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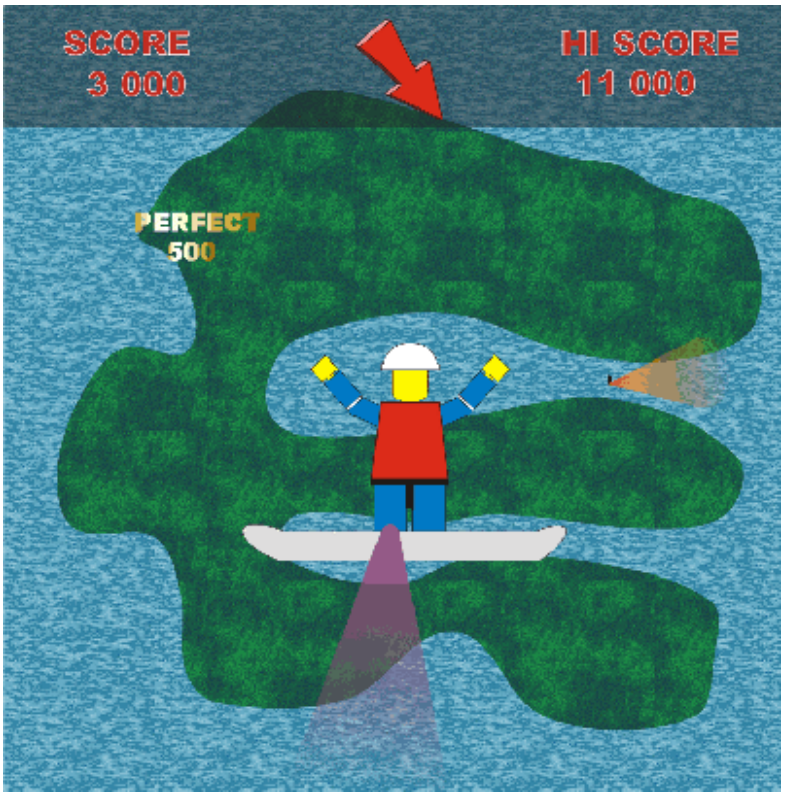

Pepper will always be in the centre of the main viewing area.

When Pepper performs a stunt, the stunt's score will appear next to Pepper and migrate to the player's score, before being visibly added to their score.

The three dimensional arrow will be useful for the player in locating other fallers, especially if the falling person is off-screen.

A smoke effect generated from Pepper can help the player determine the direction and rate of Pepper's lateral movement.

The highest score so far for the game will be displayed so the player knows what score they are trying to beat.

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SOUND

AMBIENT

We will hear the wind whistling in Pepper's ears. As Pepper's velocity changes the intensity and pitch of the whistling wind will change to reflect his velocity.

The birds Pepper passes will squawk indignantly especially if he has fitted them with a parachute.

MUSIC

INFORMATIONAL

Positive tones are used when the player successfully completes an action. The successful actions are as follows, rescuing a person, rescuing an object, completing a stunt, and landing on a target.
Negative tones are used when the player fails an action. A rescue is failed if Pepper gets to a lower altitude then the person he is trying to rescue and he has not handed that person a parachute. Landing is failed if Pepper does not land on any of the targets.
Note rescuing objects cannot be failed as they are bonus items only and do not require rescuing.
When a person appears waiting to be rescued, the director will tell Pepper that he is getting close to someone and needs to rescue them.
As well as the positive tone generated for rescuing someone, that person will say thank you to Pepper.

SCORING

The player is scored on three elements. These elements are rescuing people, performing stunts, and landing in the best place. The three scoring elements should have roughly equal weighting.

The score has to be kept in line with other sub-games so that equal scores in different games translate to equal competence in different games.

Example Scoring System

Action	Score
Rescue a person	1000
Rescue an object	250
Perform the Raging Bull	100
Perform the Greedy Brickster	100
Perform a grab	100
Perform a spin	200
Perform a somersault	200
Perform a twisting somersault	300

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Perform a grind	100 points per second grinding
Land on the Gold landing pad	5000-10000
Land on the Silver landing pad	2500-4999
Land on the Bronze landing pad	1250-2499

I have assumed that there are 10 people to rescue. And the player will have enough time to pull off four or five stunts between each person.

EXTENDED PLAY

There are three different levels, of varying difficulty. Further levels will be created and used in the multi-player courses and Arcade Mode.

Additionally, the player has a top score in the High Score Tables, which they can attempt to better.

Finally, there are hidden game objects such as special rare bricks and trading cards hidden within the sub-games.

H.U.D.

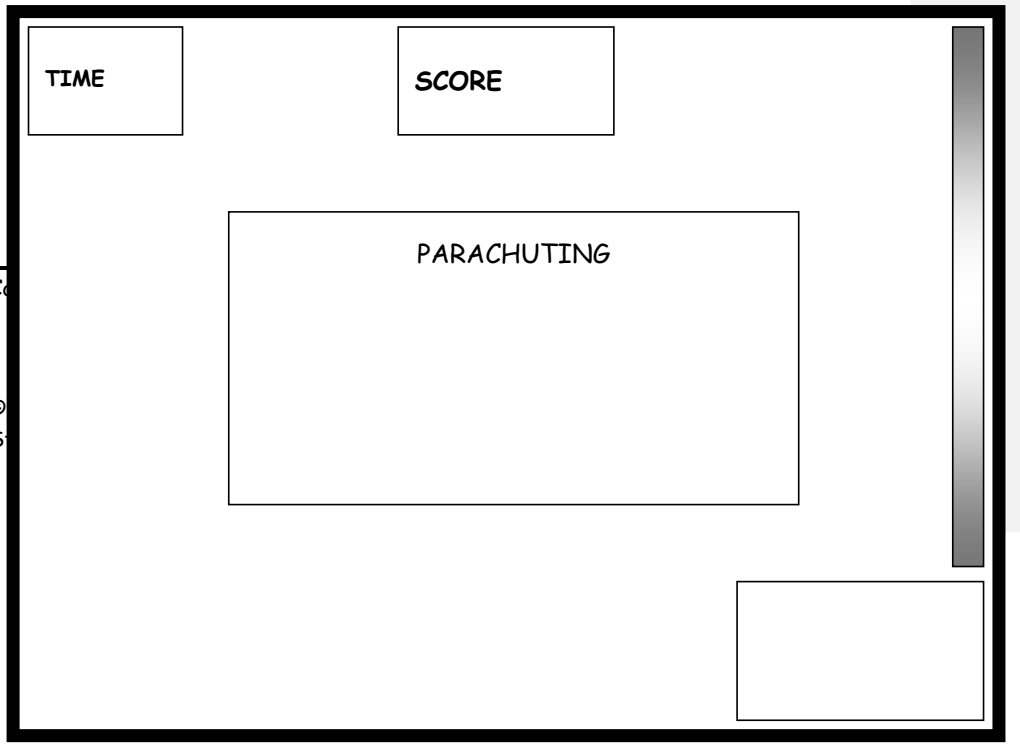
Below is an example of the H.U.D. for the Parachuting sub-game.

In the top left corner of the screen is the **Timer**. The player must rescue the falling people within the time limit.

In the top centre of the screen is the player's **Score** for that sub-game. This score is added to the player's overall score upon completion of the sub-game. In a smaller font underneath the player's current score, the player's **High Score** for that sub-game will be displayed. This gives the player an additional goal; as well as completing the sub-game they may also aim to beat their high score, particularly as this can earn Pepper L.A.F.T.A.s.

In the top right corner of the screen is the **Number of Rescues** icon. This counts how many people Pepper has rescued.

On the right side of the screen is the **Altitude** meter. This measures the altitude as Pepper falls, acting as a timer as the game is over when Pepper reaches the ground.



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MOVIE STORY CONCLUSION

MOVIE ENDING (END OF OUTRO FMV)

AND THE ENDING?

Throughout the movie, Bad-Guy always seemed to be one step ahead of Good-Guy, but now he has made a fatal error and Good-Guy has got the better of him.

Good Guy bungees into the Tower and re-configures the Super Computer. As he replaces the final microchip, Lovely Lady comes running out, having escaped her guards. Bad Guy and several guards are following her. She runs to Good Guy (in the middle of the room on the end of the bungee rope) and, as his bounce carries him back upwards again she jumps into his arms and he carries her up and away, leaving Bad Guy roaring furiously below.

Bad Guy, enraged, presses the button to activate the super computer. "Let's see you escape now! Now who's laughing?" Outside, Good Guy and Lovely Lady are trapped on the roof, which is now trembling alarmingly. "Oh Good Guy!" says Lovely Lady. "Is this the end?" They hug each other, trying not to be afraid…but then a helicopter appears above them and they see The Boss grinning from the window. Quickly they run towards the chopper and, grabbing the rails, they climb aboard. The Boss flies the chopper out of there just as the trembling building collapses to the ground.

The helicopter lands in a swirl of dust and Good Guy, Lovely Lady and The Boss get out. As the dust clears, they can make out a small figure sitting on the ground. A small crowd of people has started to gather, disturbed by the noise and they walk over too. When they get there, they can see that it is Bad Guy, sitting on the floor in the large, empty space left by the Tower and looking thoroughly sorry for himself.

"So," says Good Guy. "Who is the REAL Bad Guy?" Good Guy reaches down and peels the stick-on face off Bad Guy. Underneath, is the face of…Dr. Stumble!

>>Pepper will not know who the real Bad Guy is, as he will be kept masked in the rushes that Pepper films. Only at the premiere will Pepper find out who he really is. <<

Bad Guy says "Drat! I would've got away with it, if it wasn't for you pesky kids!" He looks down and sees that near to him are scattered three or four LEGO bricks, but they are only the little one-stud bricks. Bad Guy looks at these and starts to bawl.

Good Guy and Lovely Lady look at each other; amazed and a little embarrassed, unsure of what to do. Eventually, Good Guy asks Bad Guy why he did it. He explains about the bad trip he took in the Town Square in Brickpile Falls, when he was younger and how all the people laughed and pointed at him until he wished the ground would open up and swallow

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him. He never forgot that day. From that moment on, nothing seemed to go right for him and he felt that if only he could be more confident and think of brave new ideas, he might be okay, but he couldn't do it and he has blamed every failure in his life on this one incident. Bad Guy plotted and decided that he would get his revenge on all the people who laughed at him by taking all the LEGO bricks in the Universe! He didn't actually know what to do with them, but he just wanted to take them...

>>During the above section, an old black and white movie should be played, showing the trip, finishing with a newspaper clipping entitled A BAD TRIP and a picture of young Bad Guy standing in the Town Square looking miserable, and then all the people laughing and pointing blurring round him and echoing.<<

"I wanted to be a king in a castle; looked up to and respected, with all the LEGO bricks I ever wanted! I never had a full set, you see... But look at me now! All I have are a couple of these tiny bricks!" he bats them away, contemptuously. "You can't build much with them, can you? They're not even the same colour." He starts to snivel again.

As he finishes his story, someone in the back of the crowd pipes up; "Did you say Brickpile Falls? I grew up there too. I remember that day; Laugh? I thought I'd break myself to pieces, I laughed so hard!" Bad Guy's face falls. "But we weren't laughing at you" he says. Bad Guy looks up, puzzled. The man explains; "Look, I had my very first camera then. Watch this."

The man holds up his camera and starts to play the movie that shows young Bad Guy tripping over. The laughing voices start again, and people spin around the picture...but then the cameraman says, "Wait a minute", and presses rewind. The trip is played backwards and then, as the movie starts to play again, the camera zooms out and we see the rest of the picture showing a man walking behind young Bad Guy. The man stands on a banana skin and trips, goes flying down some stairs and lands on a barrel which he runs on as it rolls on its side, then falls off and lands headfirst in a horse trough, surrounded by mousetraps, which snap shut all over his body.

"Oh." says Bad Guy, looking sheepish. "You really weren't laughing at me then? I've been a fool. Can you ever forgive me?" The crowd is silent for a few moments as everyone looks round at each other...but then they laugh and say that everyone deserves a second chance. As long as he promises to be good and use his scientific abilities to help others, rather than building weapons of mass destruction. He agrees, laughing sheepishly and they all live happily ever after...but first, they all go back to the cruise ship and have a party!

As Good Guy, Pepper will play a total of 5 sub-games (see previous), the action being filmed by the crew all the while. Pepper will be told where his next scene is to be filmed by means of notice boards outside the LEGO Studios building and around the island, as well as by the red carpets. There will not be a specific time at which Pepper must arrive

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as LEGO Island 3 does not use active time, but when Pepper enters the location mentioned, the filming (sub-game) will commence.

Pepper may not really be completely aware of the story of the movie, as he only films certain scenes and obviously, as it is not yet finished, he has not seen the whole movie. So Pepper (and the player) will only completely know the full story once they see the premiere.

At any time between scenes, when Pepper is not filming, he may explore LEGO Island. On the island he will find many things to do, such as Toy Customisation, Sub-quests, or simply having a chat with the locals and the film crew.

END MOVIE ENDING

After filming the final scene (parachute game):

Block Buster shouts "Cut!"

"Thanks young Pepper and indeed everyone! You've been wonderful, really. What with the stuff you filmed earlier, I've got all the film I need now. As a special surprise, so as not to spoil the movie for you, we're going to put the film together now and then you'll see the ending at the premiere".

Pepper and Sky smile at each other excitedly, but The Infomaniac says he can't wait. "We don't even know who the Bad Guy is", he says. "You must tell us now!"

Laughing, Block Buster says they will enjoy it more if it's a surprise.

"See you at the premiere everybody!"

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THE BRICKSTER AND THE SUPER COMPUTER

Once filming is complete, Pepper will face a new challenge.

BRICKSTER REVEALED CUT SCENE

As the final scene comes to a close, the director yells, "Alright, that's a wrap!" The film crew begin to applaud, pleased that they have finished the movie and that it will be cool, hence the title.

For the final scene of the movie, the Information Centre had to be deconstructed. Now the Brickster gathers a group of Brickster-bots and speaks to them quietly. As everyone watches, they start to pick up bricks and rebuild the Information Centre.

"Marvellous!" says The Infomaniac. "Who's for lunch?"

They all head off for lunch together, which is laid out on a large table underneath a marquee nearby. Under the cool shade, they can not see much of the world outside. Towards the end of the meal, The Brickster stands up and raises his glass, banging a spoon against it for silence. Everyone stops talking and turns to hear what he has to say.

"I think you'll all agree that the filming of COOL MOVIE has gone extremely well. We should all be proud and I'm sure that this adventure will be every bit as successful as the last!"

Riotous cheering erupts! Banging his glass again for silence, The Brickster continues:

"If you'll all raise your glasses, I'd like to propose a toast...to ME!"

Everyone looks puzzled, but Pepper is alert at once.

"While you've all been sitting in here stuffing your stupid faces, my Brickster-bots have been reconstructing The Information Centre, but now it is The Brickster's Tower!!"

A gust of wind dramatically blows the marquee off and they all gasp as they see the twisted shape of The Brickster's Tower rising into the sky. Pepper leaps to his feet:

"I knew it!" shouts Pepper. "You didn't fool me for an instant, you slippery..." The Brickster raises a hand to his mouth, pretending to stifle a yawn. "Yeah, yeah Pepper. Always the good guy. Well it still won't do you any good, you'll never stop me! I was using the movie as a cover all along, you see...I've built my own super computer and with it I will take all the bricks in the whole LEGO Universe! AhahahahahhahahhahahahaHA!"

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Pepper is fuming...

"That stupid old man tried to interfere, but we've taken him right to the top of the tower! I'm going to activate the super computer now and then the whole Universe will deconstruct. If anyone tries to stop me, the old man gets it!"

Laughing maniacally, The Brickster presses a button on his backpack and jets burst from the bottom of it. He flies away into the air, still laughing as he disappears into the distance.

Everyone turns towards Pepper, waiting expectantly for him to tell them how he's going to save The Infomaniac, and the Universe! Pepper pulls Sky over to him.

"Sky, I need to save The Infomaniac and stop that super computer! I think The Brickster's already activated it, but I may be able to stop it before it goes off." Looking slightly more solemn he says, "If I don't make it, Sky, I need you to save the world."

Big tears well in Sky's blue eyes, "Nothing will happen to you, Pepper. You're the star." Pepper shakes his head slowly and, in a Marlon Brando (?) smoothie accent he says, "Thish ain't the movies, shweetheart".

Sky sniffs a little and Pepper continues, "I want you to go to my house, Sky and get on the computer. You must hack into The Brickster's super computer and make sure that if it goes off, it's not going to harm anyone. Can you do that for me?"

Sky nods and Pepper, after they look deeply into each others' eyes for a moment, finally kisses Sky full on the lips...then blushes as red as a beetroot, jumps on his skateboard and zooms away towards the Information Centre without looking back!

Sky smiles and touches her lips...then skates quickly off towards Pepper's House!

END BRICKSTER REVEALED CUT SCENE

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BRICKSTER'S TOWER

<<Insert Story Text>>

The whole 'Brickster's Tower' challenge is made up from a number of short subquests (in construction terms), in which Pepper must beat a countdown clock (one per section). The whole challenge leads Pepper from the Movie Studio, down to the mountain base and the steadily up to the top of the tower. Each section described below focuses on Pepper's taught abilities.

COUNT DOWN TIMER

Tying all the sections together is a countdown time based gaming system, each section has a limited countdown clock set to rush the player through; building up the intensity of the game.
The timer appears at the top centre of the screen, counting down from the moment Pepper starts the section. The section must be completed before the timer reaches zero, or the section will be reset, placing Pepper back at the last restart point (See: Restarting).

RESTARTING

If Pepper fails any of the sections, the game will reset back to the last restart point passed. If no restart points have been passed then Pepper will return to the beginning. At this point the puzzles will reset back to their original state ready to be redone. The restart points are placed evenly throughout the game so that Pepper never falls too far behind.

HOLOGRAM HELP

Accessing the help function calls the Holo-Brickster instead of the usual Holo-Infomaniac. The Holo-Brickster just laughs and taunts Pepper rather than giving him any help.

SECTIONS

All of the sections have a visual start and finish checkpoint, which the player can aim for. The first section (Race to the Mountain Base) has a number of waypoint markers to show Pepper the path forward.
The timer for each section starts when Pepper passes through a checkpoint and end for the same.

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SECTION ONE – RACE TO THE MOUNTAIN BASE

Starting outside of the Movie Studio, Pepper has to travel quickly to the base of Space Mountain. Located before the first check point is a car on the road which Pepper can use to speed through the first part of a challenge.

The racing path is defined by checkpoints and road cones, helping to show Pepper a clear raceway.
The design of this route is long enough to prove a challenge for Pepper, complimented by a fairly tight time limit.

POSSIBLE FEATURE (Programming time dependent)

The Brickster summons a number of Brickster Bots to slow Pepper's movement before reaching the second section?

Fig .1

Orange Line = Path
Magenta Line = Check points

Fig .1 Top down view of the raceway.

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SECTION TWO – MOUNTAIN CLIMB 1

Brickster has set up a number of physical challenges for Pepper to overcome, using abilities previously learned in the game. The task for Pepper is too climb up to the first plateau navigating over moving platforms while using his double jump ability.

After leaving the vehicle at the end of Section 1, Pepper can now climb on to the first platform via a newly built Lego stairway (Previously inaccessible). Once on the plateau Pepper will cross the next checkpoint, starting the clock countdown.

As this is the first plateau for Pepper, the design is kept quite monotonous using only 'Double Jump' and walking. This is to allow the player to be introduced into the challenge.

The aim is to move up the winding path before the timer reaches zero. Falling off at any point will put Pepper on the base of the plateau, leaving only the start point as a way to get back on. The path starts at base level and rises up to the level of the second plateau (Section Three).

Fig .1

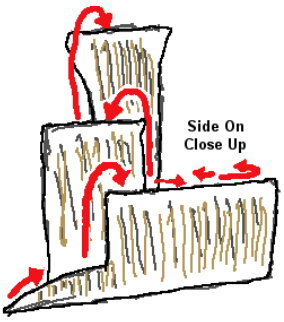

Fig .2

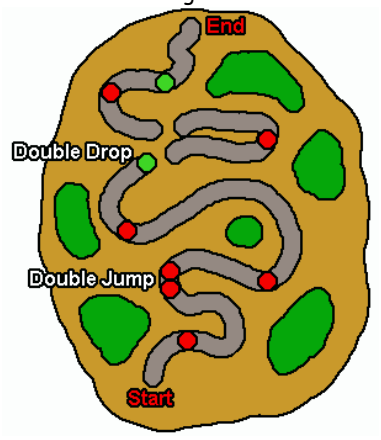

Fig .3

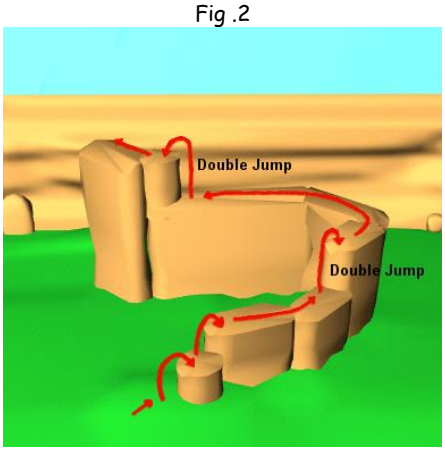

Fig .4

Fig .1

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Example of the twists, which the path will take, with gaps wide enough for Pepper to fall into.

Fig .2
This sketch shows an example of the rock paths height.

Fig .3
The design shows the path of the rock pathway, detailing the locations of the double jump, double drop and gaps.

Fig .4
A Simple render displaying the concept in 3D.

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SECTION THREE – MOUNTAIN CLIMB 2

Moving up the next plateau puts Pepper in front of more complex moving platforms. This section ends at the grounds of Infocenter, which is a restart point.

Combining the windy path style of the last section, with a number of moving Lego platforms, Pepper must again quickly navigate up to the next plateau.

Timing is critical when jumping on the moving platforms, some of which raise and lower at different speeds.
Again if Pepper falls off the pathway he must return to the start point.

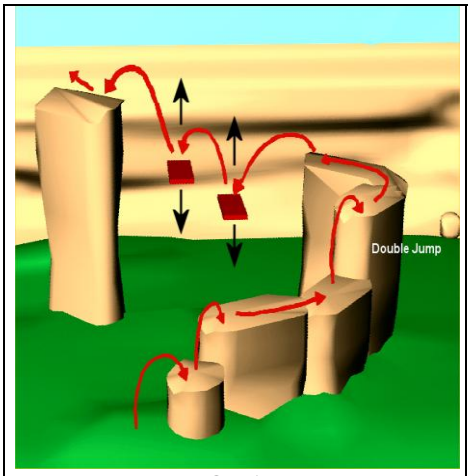

Fig .1

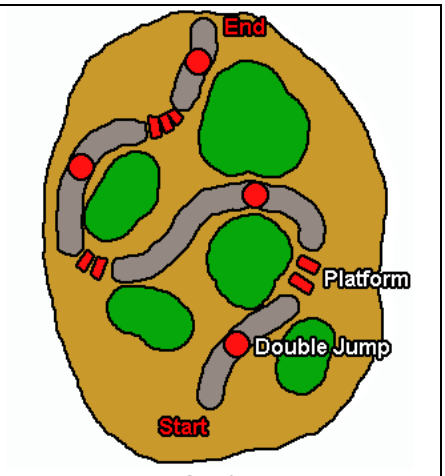

Fig .2

Fig .1
A Simple render displaying the concept in 3D.

Fig .2
A top down design of the path, noting Double Jump points and Platforms.

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SECTION FOUR – MOUNTAIN CLIMB 3 (RESTART POINT)

The plateau is designed like a mini oasis, with a small waterhole surrounded by a flower and palm trees (Toys).

Pepper must change the lowest Palm Tree into a flower, enabling him to jump on top, before 'Double Jumping' on to the next palm tree in line.

Continuing around the crescent of palm trees, each one moving gradually up in height due to the terrain. Pepper reaching the last one is able to double Jump onto the higher part of the plateau.

The layout of the first task, is designed to be hidden (Oasis!), so the player must have to work out the route to the top before taking it on.

Possible Feature (Programming time dependent)

The Brickster summons a number of Brickster Bots to slow Pepper's movement before reaching the second section

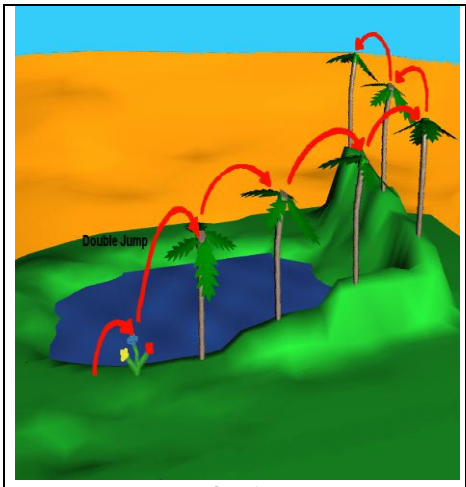

Fig .1

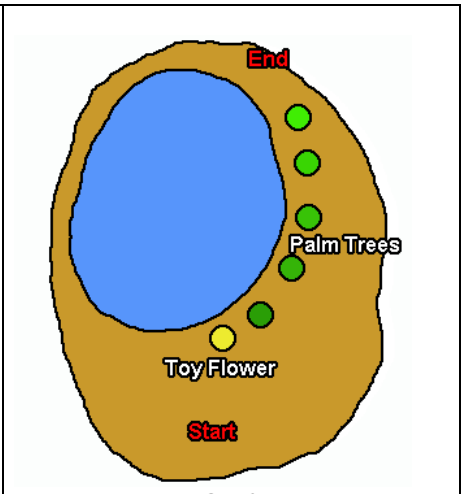

Fig .2

Fig .1
A Simple render displaying the concept in 3D.

Fig .2
Top down design of the map.

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SECTION FIVE – MOUNTAIN CLIMB 4

Combining all the previous mountain challenges with the sneaking ability, this plateau is designed to create a more overly complex puzzle.
Intersecting the pathways are moving platforms, toys, sneaking and double jumps.

The new sneaking section is simply a very thin walkway on which Pepper must carefully sneak over as to avoid falling off into the water. As with previous sections if Pepper falls off, he must walk back to the start and retry.

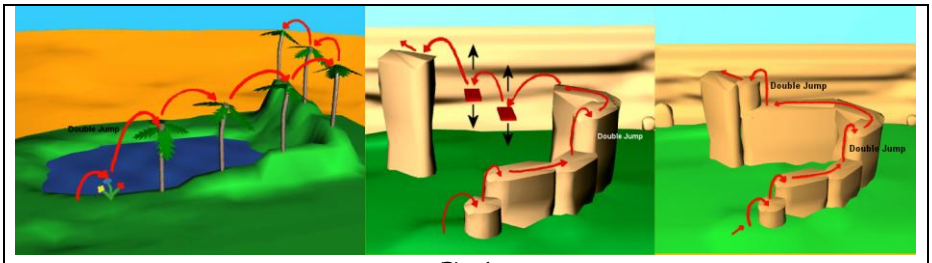

Fig .1

Fig .2

Fig .1
Example of the mechanics involved in the section.

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Fig .2
A top down design of the map layout.

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SECTION SIX – TOWER BASE (RESTART POINT)

Starting with a short cutscene, in which Pepper receives his skateboard from a struggling Infomaniac who is held at the top of the tower. Pepper has to conquer this section by reaching the tower entrance, which is directly blocked away by tall mountain peaks. Pepper's only choice is to travel around the tower. Pepper can use the grind ledges to skate over, in order to reach the other side.

This is very different from the previous sections, as it doesn't follow a raised walkway, but rather a number of flat land sections. Pepper must navigate over these paths using the grinding rails provided. Most of the rails span over the gaps between the mountain ledges, this effect combined with heavy fogging will produce an extreme feel to the end of the game.

Positioned along the grind rails are blocks, which will knock the Pepper off if hit. The player must use a well-timed jump to a parallel grind ledge to avoid being knocked off. If Pepper falls off the mountain edge, then the screen will fade and he will reappear back at the start of the level.
Once Pepper reaches the doorway/heli-pad the section will end.

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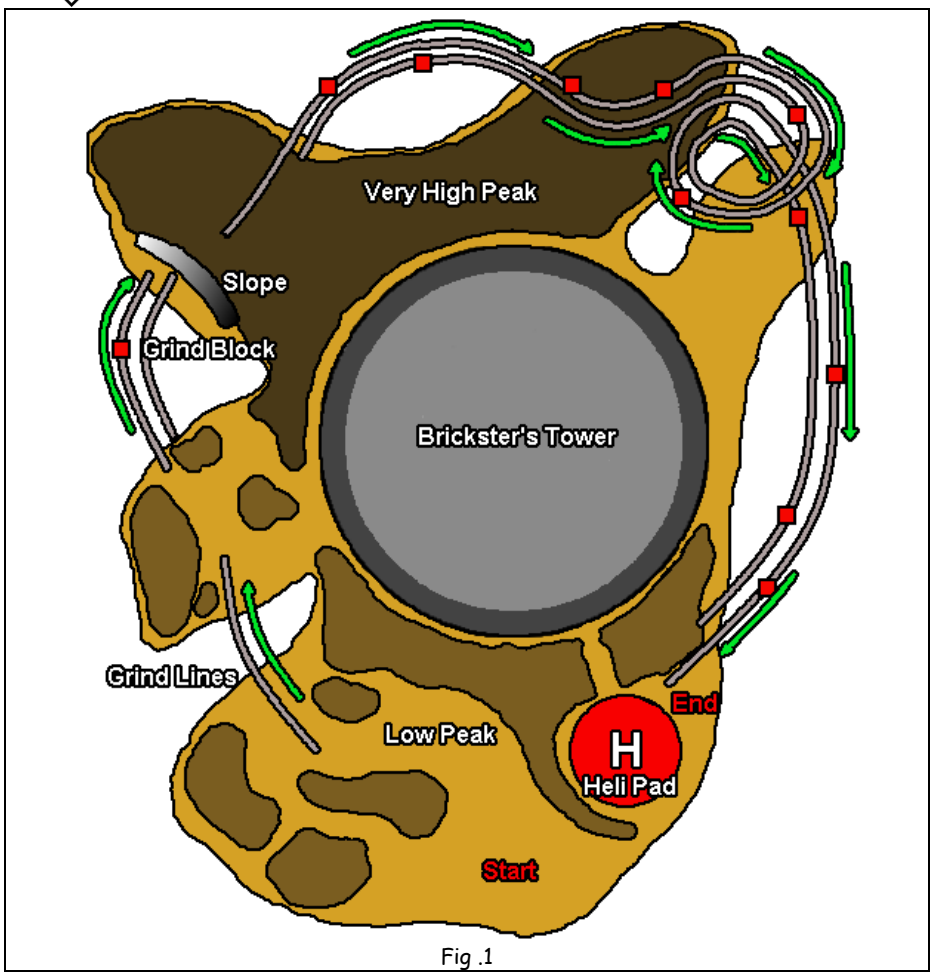

Fig .1

Fig .1
A top-down view of the level's layout.

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SECTION SEVEN – TOWER CLIMB (RESTART POINT)

Once Pepper reaches the base of the tower, he finds that the door is locked and the only way to the top is via a sloping ledge path spiralling up the building.

The spiral sweeps around the outside of the building, enabling Pepper to reach a doorway near the roof top.

This section keeps the focus on speed by again using a countdown clock. The game play for this section is much like a mix of Nebulus and Donkey Kong. Using the level structure and obstacles of Donkey Kong, and the view/design of Nebulus.

As Pepper moves around the Tower it rotates to keep him in position; while using a slightly offset camera to help see upcoming obstacles. As the game is in 3D, the camera could pan down as Pepper is moving up the tower, to give the impression of great height.

MECHANICS

CONTROLS

The controls are slightly limited during this section, mainly because of a collision wall around the outside of the walkway. This collision wall is in place to prevent Pepper walking off the side of the tower, causing frustration for the player and taking the focus away from the game.

This section is comprised mainly of gaps to jump and rolling/falling objects to avoid, using the players reactions skills. Jumps and Double Jumps are the two skills which the player will need to use.

OBSTACLES

Slopes/Safety Points

The majority of this section is made-up from slopes. They are a gradient of which Pepper can walk up, but more so that barrels can roll down (See: Barrel Section Below). The slope spirals around the tower, all the way up to the exit door near the top. Along the way they are broken up by gaps (See: Gaps Section Below), and flat ledges (Safety Points).
The flat ledges act as a safety point for Pepper to land on after he is hit by rolling barrels. This works so that if Pepper is hit by a rolling barrel at any point on a particular

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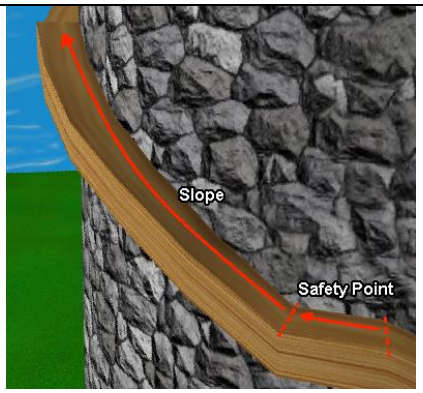
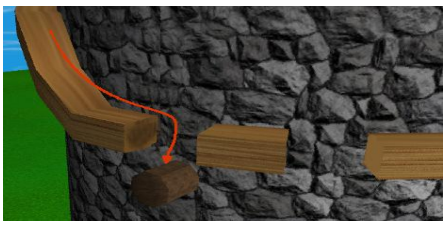
slope, he will slide backwards until reaching a safety point (Usually at the base of the slope), on which he will get back to his feet and continue.



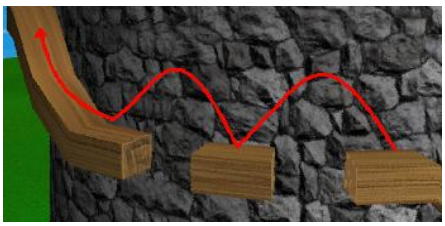
Slopes / Safety Points

GAPS

Making up most of the obstacles in the game, are gaps in the pathway. Acting as a simple hazard, in which Pepper can fall though if he misses the jump.
If Pepper falls through a gap, he will land on the ledge below. As a design consideration no gaps will be placed on the bottom ledge, or directly below one-another.



Object Fall Through Gap



Jumping Gap

DOUBLE JUMP POINTS

Also featuring though out the section are a number of double jump points, which can only be made by using the 'double jump' ability. Failing to make one of these will most

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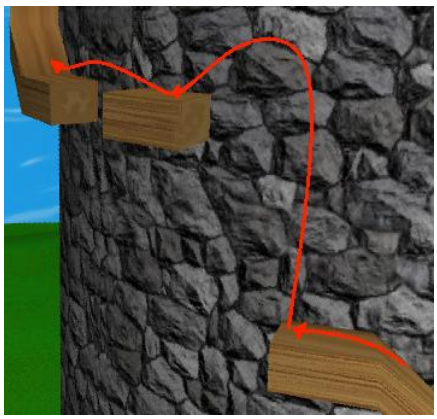
probably result in Pepper falling to a previous section



Double Jump Point

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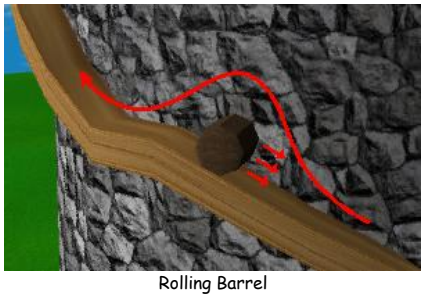
ROLLING BARRELS

To create more of a reaction based obstacle, The Brickster has summoned a supply of barrels to roll down the slopes.
These barrels spawn off screen in front of Pepper, and roll down the level, following the physics of the design (Gaps, drops and slopes). Once Pepper has reached a spawn point, it will not produce anymore barrels, as they will be behind Pepper. The only exception to this rule is if Pepper falls back down the level, resulting in him being again behind the spawn point.
Barrels reaching the bottom of the level, disappear (Maybe explode on reaching the floor).

Pepper must use well timed jumps to avoid being hit by the rolling barrels, if hit he will fall over bouncing backward to the base of that particular slope. The barrel will disintegrate on impact (Nice wooden particle effect).

The Barrels will also fall down any gaps, tumbling to the layer below. This can cause a different hazard for Pepper as he can be hit as they come down. If Pepper is hit then again he will fall over loosing a few seconds of time, while he regains his senses.



Rolling Barrel

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SECTION EIGHT – BRICKSTER CONFRONTATION (RESTART POINT)

Once reaching the top of the tower, Pepper must confront the Brickster, in order to rescue the Infomaniac and saving the Information centre. (TBD)

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THE AFTERMATH (GAME STORY CONCLUSION)

GAME FINALE CUT SCENE

With a deafening crack, the roof beneath The Brickster gives way and he looks down, realising that he is defeated. As the roof gives way, he reaches for the control panel one last time. "You may have won this battle Pepper, but not the war! It's too late for you Pepper!" he yells. "I'm going to press the button for the final countdown and then nothing you can do can stop the super computer from deconstructing the whole LEGO Universe! Say goodbye to your bricks, little boy!"

Even as Pepper jumps for him, The Brickster presses the button on the remote controller. The tower starts to shake alarmingly as the ground shudders beneath it. Pepper looks at The Brickster for a second before he falls away into the tower below. Desperate not to let him get away, Pepper peers down after him...but then he sees The Infomaniac still tied up on the floor and he realises he must save his old friend. Pepper runs to The Infomaniac, grabs him and puts him over his shoulder. Running for the helipad, Pepper mutters to himself "Sky...don't let me down".

As they reach the helipad, the mist swirls and a helicopter, flown by Sky Lane, swoops down to them. Pepper throws the startled Infomaniac into the back and then jumps on himself, standing on the rails as Sky lifts the chopper away from the shuddering tower. Looking down, they see the tower shaking and crumbling and, from deep inside they hear The Brickster laughing.

"Sky, what's happening?" asks Pepper. "Were you able to stop the super computer?" Sky shakes her head and Pepper's face falls. "Then...the Universe...LEGO Island...will be..." "Oh no!" Sky cuts in. "I couldn't stop it, but I did change the program so that the effect will be...well, let's just say he won't be expecting it!" They land safely on the ground and climb from the plane, untying The Infomaniac. "Watch!" says Sky.

The Brickster's Tower is shaking and shuddering, LEGO bricks falling from all over it. Suddenly, the whole building brickulates, flying apart into its component bricks. The bricks swirl slowly in a tornado funnel, and then start to come together. Slowly, the Information Centre starts to rebuild itself, just the way The Infomaniac likes it! "My Information Centre!" he cries, clasping his hands together and smiling.

The bricks eventually settle and The Information Centre is standing there, as good as new.

Nick and Laura Brick disappear into The Information Centre and emerge a few moments later with The Brickster strapped to a wheely stretcher, looking like Hannibal Lector in

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'Silence of the Lambs'. He looks thoroughly miserable as Nick and Laura wheel him up to everyone and stand him there.

"Why do you do it, Brickster?" asks Pepper. "You can't just go around trying to take things from other people all the time."

"It's alright for you," says The Brickster. "You had a whole house built for you, but I've never even had my own set of LEGO bricks! All I ever got were the bits that people lose down the backs of sofas..." With difficulty (arms are still strapped down), he wriggles his hand to his pocket and pulls out a couple of one stud bricks (different colours). "Like these."

"Well Brickster, will you behave then?" asks Pepper, having a change of heart.

"Whaaa-aaat? No way! I'm just gonna make a bigger and better plan for next time. I'll soon have all the LEGO bricks in the WORLD!" He tosses up and catches the single-stud bricks in his hand. "I got a couple already!"

With a wry grin, Pepper whispers to The Infomaniac and then they motion to Nick and Laura Brick. "Well Brickster," says The Infomaniac. "We've finally decided to give you your own LEGO set." The Brickster looks up. "Unfortunately for you, it's the Jail set and you'll only be able to play with it from the inside, until you learn how to behave yourself!"

Nick and Laura take The Brickster from the trolley and put him in a small Jail cell they have wheeled on from nearby. The Brickster does his usual "Let me out!" screaming from behind the bars, but then they hear him muttering "Hmmm, what does this bit do?" and he sounds a little happier.

The Brickster is taken away to the LEGO Island Jail and the rest of the citizens go off happily to the new LEGO Island cinema, where they will watch the premiere of COOL MOVIE. As they leave, they can hear The Brickster yelling "What, I don't even get to watch the movie? Ah, come oooonnn, lemmee ooouuut!!"

THE END

EPILOGUE

As all the citizens of LEGO Island take their seats in the new cinema, the lights dim and the title screen for COOL MOVIE appears on screen. Everyone cheers and, from somewhere in the audience a small chuckle can be heard...and The Brickster pops up in the audience, then settles back to watch the movie.

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END GAME FINALE CUT SCENE

PLAY FINAL OUTRO FMV: COOL MOVIE!!

THE MISSION (PLOT AND SUB-GAME PROGRESSION)

This is the storyline that the movie follows. This will be cut down and represented by clips and scenes in the outro FMV, also interspersed with shots of the audience watching the film. There will not be any dialogue, but a cool soundtrack and sound effects will be played.

SCENE 1

Pepper (as Good Guy) approaches the new LEGO Island Hotel. It is morning. Good Guy stops and looks at his super-high-tech watch, from which a hologram of The Infomaniac (as The Boss) appears in front of him.
"Go on then, Good Guy! I'm sure it'll be more interesting than you think; Doctor Stumble, who is chairing the conference, is the world's most prominent scientific figure. You're disguised as a reporter, so just ask some questions at the end. Keep an eye out for anything suspicious too, given that all the world's greatest scientific minds will be there to show off their inventions. Also, there might be some useful new gadgets!"
Good Guy walks towards the Hotel.
FADE OUT

SCENE 2

FADE IN
Pepper approaches the hotel and walks into the revolving door...in which he gets stuck and spins round and round a few times. As he finally manages to escape, he hears a cough and turns round to see Lovely Lady (Sky Lane) looking at him with a wry grin. She is also dressed as a journalist. Blushing, Good Guy comes down.
"What are you doing here?"
"They sent me too, in case there was a situation too difficult for you to handle", says Lovely Lady.
"Ha! As if!"
They walk into the revolving door together and disappear inside.
FADE OUT

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SCENE 3

FADE IN

The conference is ending, Dr. Stumble just finishing his speech. Suddenly, the lights go out and one of the scientists is snatched. However, suddenly the strident clamour of the fire alarm shrills through the air and everyone panics and runs for the exits.
When Good Guy and Lovely Lady get out, they see a brief glance of the scientist in his white coat yelling as he is dragged into a big off-road vehicle, which then roars off.
"Let's go!"
They jump into Good Guy's sports car waiting nearby and race off in pursuit.

CAR CHASE

Chase the car with Bad Guy and the scientist. Collect power ups and bang into the car to make bricks fall off. Lovely Lady will fire a gadget out the window to make bricks come off (CPU controlled). Reduce the car to just steering wheel and wheels and the two men.

This game will consist of four laps around a course. If the player does not manage to knock off enough bricks by the end of the fourth lap, the clapper board will appear (the director shouting "Too slow!") and the player must retry the sub-game.

SCENE 4

At the end of the game, they drive alongside Bad Guy's vehicle and grab the scientist as they approach a disused barn. What is left of the car trundles in through the door and a load of hay and chicken noises are expelled, along with a cry of rage from Bad Guy.

Good Guy and Lovely Lady turn to the scientist, who is slowly recovering, but can give little information about who kidnapped him.
"He stuck this crazy big device on my head and I felt a funny feeling in my brain. He kept muttering to himself things like "Laugh at me would you? They won't be laughing for long! Soon, I will have the last laugh and I'll laugh at you all forever!"
The scientist also noticed that he dropped a train ticket, quickly picking it up.

Good Guy speaks to The Boss via the hologram watch. The Boss explains that the scientist who was kidnapped has had his brain copied by this device, a new technique that they have not seen before.

"We need to keep an eye on the other scientists," explains The Boss. "Obviously, there is some cause for alarm. For whatever insane purpose, someone wants the information stored in the brains of these scientists. It appears that the other scientists may be at risk as they journey back to their home countries. We must try to protect them and make sure they get home safely. Take the car and go immediately to the Railway Station. If he's there, I want you to find him and stop him...and keep an eye out for the scientists!"

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Looking up again, they hear the roar of an engine and see a motorbike ridden by a dark figure burst from the side of the barn and race away towards the busy town centre. A scientist is standing at a bus stop on the edge of town and Bad Guy grabs him as he roars past on the motorcycle. He pulls the struggling scientist over the gas tank and jams the copying device onto his head as he speeds away.

The motorbike approaches a long line of traffic and starts to drive down the side of the queue.

Good Guy's car is shown from the front and has the red moving light strip that 'Kit' had in 'Knight Rider'. Inside again, the camera shows the dashboard and the car (in Kit's voice) says "I can't catch him in all that traffic, Michael"

Good Guy looks puzzled.

"That's not my name..."

"Oh! Uh...sorry, I think I'm in the wrong show..." mutters the car.

Just then, "Look!" shouts Lovely Lady and, just inside the door of the barn they see another motorbike. Running for it, Good Guy yells "Follow in the car and make sure this scientist guy is alright. I'll get him this time!" Leaping onto the bike, he starts it with a roar and races off in hot pursuit of Bad Guy.

STUNT BIKE

At the start of the game, the player sees Bad Guy race off on his motorcycle, but will not see him again until the end of the game.

This is a sideways scrolling motorbike game, like 'Kick Start'. The player must avoid obstacles and make use of jumps etc. The player will gain extra points by performing stunts as they negotiate the course.

If the player reaches the end of the course without gaining enough points, the clapper board will appear (the director shouting "Not enough stunts!") and the player must retry the sub-game.

SCENE 5

At the end of the Stunt Bike sub-game, Good Guy will jump through a moving train carriage for an impressive stunt finale. Skidding to a stop outside the Railway Station, Good Guy finds the scientist lying near the entrance and checks he is ok. However, when he looks around for Bad Guy, who seems to have disappeared in the confusion, he cannot spot him in the crowd. The train starts to pull out and, suddenly Good Guy sees Bad Guy appear from the sea of faces and leap onto the train, grabbing the rail and hanging over it.

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Lovely Lady arrives, panting, behind him and sees Bad Guy getting away. Pulling out a gadget gun, she quickly fires it at Bad Guy's bottom, which is hanging over the rail. A distant roar of anger is heard and a bright blue patch appears on Bad Guy's bottom. "That's' a tracking device," she explains. "We can work out exactly where he's going!"

"Actually, I asked the guard," says Good Guy. "This train's going to the Harbour".

Looking slightly peeved, Lovely Lady sets off for the car and Good Guy follows her
FADE OUT

SCENE 6

FADE IN
Arriving at LEGO Island Harbour, they see a sign reading 'Gala Fund-Raising Lunch, Today at LEGO Marina'. Behind the sign, a glint of late morning sun flickers on the waters of the bay.

"He's going to the Gala!" exclaims Good Guy. "We have to stop him." "But how will we get in?" says Lovely Lady. "They won't let us in looking like this." She looks down at her torn and grubby clothing. With a rather charming smile, Good Guy takes her arm. "Just a quick change, my dear. I have connections..."
FADE OUT

SCENE 7

FADE IN
Scene opens on the glittering waters of the bay as the sun's reflection causes them to shine like liquid gold. Classical music and refined talk float above the clink of wine glasses, as the elegant people move and socialise in their never-ending circles, like flocks of silly, twittering birds. As the camera swoops down, we see Good Guy and Lovely Lady smiling and shaking hands with a distinguished looking elderly gentleman in uniform and his wife. As they leave, still smiling, Lovely Lady says through her teeth, "Who are they?" "I don't know," whispers Good Guy. "Just keep smiling."

The two retire to a corner and, communicating through a special earpiece and microphone, Good Guy speaks to The Boss on the screen of his watch this time, rather than projected. "He must be there somewhere, Good Guy. Don't leave until you find him, but be careful!" comes the voice of The Boss, from the watch. "We don't know what he's capable of." Nodding, Good Guy and Lovely Lady take to the floor, to dance and mingle until they see something. This will be a tango dance scene, like Arnold Swarzenegger and Jamie Lee Curtis in 'True Lies'.
FADE OUT

SCENE 8

FADE IN

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A few minutes later, as someone proposes a toast, the pair spot a man in a long white coat standing near the edge of the crowd. "Look, a scientist!" says Lovely Lady. "He must have stayed for the party." They start to edge towards him but, before they can reach him a long cane pokes out from a gap in the curtains, hooks around the scientist's neck and yanks him behind the curtains before he can do more than look slightly puzzled. "Quick!" hisses Good Guy and they set off in pursuit.

On the other side of the curtains is the marina and, as they emerge into the open air, they see Bad Guy with a struggling scientist, roaring away in a speedboat. Quickly looking around, the pair jump onto a jet-ski which is bobbing at the side of the pier (Lovely Lady showing off a rather fetching flash of plastic legs, in her split evening dress) and then they race off in hot pursuit.

JET-SKI

Good Guy and Lovely Lady will negotiate a choppy watercourse, much like 'Wave Race', in pursuit of Bad Guy and the scientist. The player will be controlling Good Guy and Lovely Lady will be on the back of the jet-ski, occasionally firing gadgets at Bad Guy (CPU controlled). They must chase Bad Guy, avoiding obstacles and utilising ramps and jumps to catch up. (In the distance, when they catch sight of the speedboat, they can see the scientist struggling as a huge and bizzare-looking contraption covered in wires is forced onto his head).

The chase will consist of four laps around a winding course. In order to win, the player must catch up with Bad-Guy and steer the jet-ski until it is alongside the speedboat and then hold it there for four seconds. However, the first time that the player does this, Bad-Guy will always escape anyway and will speed off into the distance, forcing the player to catch up again.

If the player has not caught up with the speedboat by the beginning of the fourth lap, a shortcut (which will be very obvious) will open up for them to use.

Once the player succeeds in catching up with Bad Guy again and holds position alongside for four seconds, the player has won.

If the player does not manage to catch Bad Guy by the end of the fourth lap, he will escape and they must retry the sub-game.

SCENE 9

If the player wins the game, Lovely Lady attaches another grappling hook to the speedboat, to hold the jet-ski alongside. Good Guy will stand up to jump from the jet-ski and into the speedboat but, at that moment a rope ladder will appear in the air in front of the speedboat and Bad Guy will grab it and start to be carried away upwards.

Good Guy roars in anger but then another rope ladder appears in front of him and, looking up he sees a small plane being flown by The Boss. "Grab on!" he hears, as The

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Boss transmits through his watch. Not needing to be told twice, Good Guy jumps from the jet-ski to grab the end of the trailing ladder. Lovely Lady then grabs Good Guy's leg and the two of them are pulled away up into the air. At the last moment, the groggy scientist sits up and sees the boat heading straight for the pier! He grabs Lovely Lady's leg as she disappears into the air and is carried up behind them. The speedboat crashes into the pier and brickulates.

SCENE 10

They all climb up the rope ladder and into the hatch at the bottom of the plane. Then Good Guy speaks to The Boss and they now find themselves in hot air pursuit of Bad Guy! Using the speed, strength and power of their plane, along with its high-tech gadgetry, they must stop Bad Guy.

PLANE CHASE

The player must steer the plane and also fire gadgetry at Bad Guy's plane, ahead, much like the Car Chase sub-game. The player will need to avoid airborne obstacles and other airspace users. The player must chase Bad Guy around the course, using the nitro power-ups to boost forward and ram the back of Bad Guy's plane. Each hit will destroy one of the four engines at the back of the plane.

The player will have a fuel meter and they must collect fuel around the course. If they run out of fuel, they will have to retry the sub-game. The player will also have a brick meter and this will go down when Bad Guy shoots at him, or if he hits other airspace users/obstacles. If this meter is emptied, the player must retry the sub-game.

Near the end of the sub-game, the plane will start to rattle and shake.

SCENE 11

When the plane starts to rattle at the end of the sub-game, Bad-Guy pushes a scientist out of the plane door! Flying backwards in the air draft, the scientist is splatted onto the windscreen of Good Guy's plane. The Boss is rather shocked and squirts him up the nose with the water squirters and hits him with the wipers a couple of times, before Lovely Lady grabs him. They pull him inside and he says that Bad Guy's henchmen boarded the small aeroplane in which he and his comrade were returning to their home country. The henchmen forced them to fly to the marina and lowered the rope ladder to pick up Bad Guy, who then copied his brain with the helmet device. Then Bad-Guy pushed him out of the plane muttering "See how funny you find this then!" "He's mad!" yells the scientist. "I'm worried about those people up there." Horrified, Good Guy and Lovely Lady stare at him. "There are passengers on that plane?"

Suddenly a scream rends the air and, looking out of the windscreen, they see Bad Guy at the door of his plane pushing all of the passengers and crew (and their belongings) out of the plane, *without parachutes!* Bad Guy then jumps out himself, with a parachute strapped to his back, laughing. Our heroes must rescue the plummeting people!

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"I must save those people!" shouts Good Guy. He grabs a big bundle of parachutes and goes to the door of the plane. "Meet ya down there," he says and winks, before turning and diving from the plane into the swirling clouds.

PARACHUTING

Using his sky-diving and sky-boarding skills, Good Guy must catch up with the falling people and give them all parachutes, by touching them. He may also attach parachutes to birds and falling belongings (e.g. grand piano) as he passes them. The player will score additional points for stunts as there will be times when the sky is free of falling people. Additional points will also be gained for a good landing and the player may land on Gold, Silver or Bronze targets.

If the player does not score enough points by rescuing people, doing stunts and landing well, the clapper board will appear and they must retry the sub game.

SCENE 12

After rescuing the rest of the falling passengers in the sub-game, Good Guy now grabs a scientist as he falls past and the scientist points to a tall, tower shaped building (The Information Centre) below. "That's where he's heading. You must stop him!" says the scientist, before his parachute whisks him back upwards. A moment after Good Guy lands after this sub-game, this scientist will land too and explain to Good Guy that Bad Guy said he now had all the information he needed. He could now configure the final microchip and, once he placed it in his super computer, the whole world would pay and no-one would ever laugh at him again!

SCENE 13

Good Guy runs over to The Boss's plane as it lands. He climbs up the ladder to kiss Lovely Lady as she climbs from the plane. The plane becomes surrounded by a crowd of people, Star Wars/Top Gun style and Good Guy and Lovely Lady lose each other in the crowd. Good Guy tries to make his way through the people to find Lovely Lady and sees her at the edge of the crowd. Smiling, he starts to walk towards her.

Suddenly, a blue hand appears over her mouth and yanks Lovely Lady back into a dark alley behind her, before she can make a sound. Good Guy tries to push through the crowd towards her but the crowd, unaware, holds him back. She is gone.

Good Guy hears panting behind him and sees The Boss running up behind him. "I saw him," he gasps. "He took her to the tower! Come on, I have a helicopter." The pair run off together towards a nearby helicopter and soon they are zooming away towards the tower.

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SCENE 14

Having copied the brains of the five scientists, Bad-Guy is now ready to finish constructing his super computer and activate it. Inside his tower, he puts the final touches to the computers all around him, laughing wickedly.

Landing on top of the tower, The Boss tells Good Guy that he must try to find Lovely Lady, but also stop the super computer! Good Guy must now bungee-jump inside to the computer, and reconfigure the microchips.

Good Guy leaps into the tower, attached to the bungee rope, and disappears into the darkness below.

SCENE 15

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ADDITIONAL FEATURES

LEGO ISLAND 3 – REWARD SYSTEM

DESCRIPTION

During LEGO Island 3 the player is rewarded for completing challenges, quests and sub games. Success in any of these events presents Pepper the reward of a LEGO Brick, Trading Card or L.A.F.T.A. These rewards all have a further purpose as described below.

The LEGO Bricks are collected and grouped together to build animals called Brickimals (See Brickimals section below).

Trading Cards are collected for a complete pack, containing many of the islanders and more.

L.A.F.T.A's are awarded to Pepper allowing him to proceed through the main game.

BRICKS AND THEIR LOCATIONS

The LEGO Brick awards are distributed through out the game, they act much like Mario's coins or Sonic's rings. Distributed around the island these bricks are placed mostly in hard to reach places often needing the use of a special ability to reach.

More rare varieties of LEGO bricks are distributed through the completion of sub quests, forming part of the reward system along with the trading cards.

LEGO bricks are also placed in sub-games allowing them to be collected during play. The locations of the bricks are placed out the levels so that the player must play each game through a number of times before being able to collect them all.

The Bricks themselves are rated on how common they feature in the building of the Brickimals (See Brickimals below), the less common they are the more difficult to find and collect.

BRICKIMALS

Each of the LEGO brick animals (Brickimals) are built from ten LEGO bricks. At the start of the game Pepper is given a blue print showing the outlines of the thirty available Brickimals.

As Pepper collects LEGO bricks throughout the game, they are transferred into a pool, from which they can be used to build any of the active Brickimals.

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Each of the thirty Brickimals starts off inactive, displaying just a faint outline of the final shape on the blue print. To activate them Pepper must locate a special 'heart brick' (one for each). These 'heart bricks' are placed around the island in hidden or hard to reach locations and are easily noticeable from their strong particle glow. Once collected they transfer over to the blue print making the image glow with life, enabling the construction to start.

Once a Brickimal is activated with a 'heart brick', the player can then transfer LEGO bricks over from the pool to build it, each requiring ten bricks to complete.

When a Brickimal is complete, it comes to life off the blue print, rewarding Pepper with a short animation. Pepper's task after building a complete Brickimal is to place it on to a special podium (See Podiums below).

There are thirty Brickimals to be built throughout the whole game. Building them all requires Pepper to retrieve every available brick on the island and in the sub-games. This can be considered a game in itself, although it does need the player to complete the whole of LEGO Island 3 to be capable of finishing the task.

A Special Golden Phoenix Brickimal becomes available to build once all of the original thirty have been finished and placed on their podiums. To build this final Brickimal, Pepper will first require the 'heart brick' to activate the creator. The brickimal heart brick for the Golden Phoenix will be given to Pepper when he has collected all of the Trading Cards. Pepper must also collect the ten golden LEGO bricks. These must be gained in the following way:

- Complete the Super Star level of each of the five movie sub-games, one golden brick for each.
- Complete every level of each of the three puzzle games, one golden brick for each.
- Find the two hidden L.A.F.T.A.s on the Island, one golden brick for each.

BRICKIMAL BRICK COUNT:

300 Bricks distributed around LEGO Island, sub-quests and sub-games.
30 Unique 'Heart Bricks' placed in difficult to reach areas of LEGO Island, sub-quests and sub-games.
10 Golden Bricks awarded for completing the Super Star level of each of the five movie sub-games, completing every level of the three puzzle games and finding the two L.A.F.T.A.s hidden on LEGO Island.
1 Unique 'Heart Brick' for the Golden Phoenix Brickimal, awarded after all Trading Cards have been collected.

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PODIUMS

After Pepper has completed one or more Brickimals, he can then search the island for the mysterious podiums. Each podium is labelled with the name and short description of its desired Brickimal. Placing a Brickimal on the podium (Done using the action button) displays a beautiful animation of the Brickimal as it comes to life. Once a Brickimal has been placed on the podium it will stay there for the remainder of the game and occasionally move or make a sound.

TRADING CARDS

The trading cards are based on the LEGO Island characters, each featuring an image of the person and a shot description about them. Pepper will find some of these character trading cards about LEGO Island and some will be given to him when he completes a sub-quest. This works as a great incentive for the player to talk to all of the islanders, as some cards can only be collected from their respective character.

Pepper receives a trading card every time he completes a sub quest. The card awarded features the character that asked Pepper to undertake the quest. This reward system works as an incentive for the player to speak to all of the island's characters, attempting to complete any tasks they hold for him.

Example:
Pepper completes Diversion Dilemma, this sub quest featured the character Nick Brick. So Pepper is rewarded with the Nick Brick trading card.

L.A.F.T.A'S

The L.A.F.T.A system works to track and reward Peppers skill throughout the game. To access LEGO Island 3's sub-games Pepper must have earned a number of L.A.F.T.A's (See L.A.F.T.A.s section)

During the game Pepper can find hidden L.A.F.T.A's in 2 of the available sub quests, these are listed as follows:

SUB QUEST'S CONTAINING L.A.F.T.A'S
Skate Race
Birds Nest

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PEPPER'S PALM PILOT (PAUSE MENU AND INVENTORY)

Being into high-tech gadgetry and computers of all sorts, Pepper carries a PDA (Personal Digital Assistant) or Palm Pilot with him wherever he goes. From this PDA, the player can access the Pause menu and also check Pepper's status and access important game information.

THE PAUSE MENU (START BUTTON)

When the player presses the START button, the Pause menu will be displayed. This will be a list that is overlaid onto the PDA screen and from which the player will be able to access in-game options. The player can control a highlighting cursor by moving the directional button up/down. Upon first pressing START, the cursor will be at the top of the list, on the word 'Continue'. The player should press the action button (X) to select an option and the cancel button (circle) to reverse a step in the menu screens. Pressing the START button again will exit from the menu.

The options listed are as follows:

CONTINUE

If the player selects <Continue> (cursor is initially located here, by default), they will exit the Pause menu and return to playing LEGO Island 3, from the point at which they left off.

SAVE

If the player selects <Save>, they will enter the save menu and the game will check for the presence of a memory card. If there is no memory card present, a message will be displayed informing the user. If a memory card is present and there is space available, the player may save their game data, thus enabling them to stop playing and resume at a later date, from the same point in gameplay (see Saved Data).

LOAD

If the player selects <Load>, they will enter the load menu and, again the game will check for the presence of a memory card and any LEGO Island 3 data. If there is data available, the player may load a saved game. If the player chooses to load saved data, a message will be displayed informing them that if they do so their current game data will be lost. If the player confirms that they would like to load data, the game will do so.

OPTIONS

If the player selects <Options>, the options menu will open and the player may select from the following options:

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Vibration ON/OFF
Sound

QUIT

If the player selects <Quit>, a confirmation message will appear asking the player to confirm that they would like to quit LEGO Island 3. If the player selects yes, the game will exit and return the user to the title screen/attract mode.

SUB-GAME PAUSE MENU

When the player presses the START button during a sub-game, the game will enter Pause Mode (gameplay is frozen) and the Pause menu is displayed. However, the menu will vary slightly, displaying the following options:

Continue
Restart
Load
Options - sound, vibration
Quit

Again, at the bottom of the screen will be a text field where information explaining the currently highlighted option will be displayed.

The player may continue playing the sub-game by selecting **<Continue>** or by pressing START again. The sub-game may be restarted by selecting **<Restart>**, or the player may choose to abandon their current game and load a saved game, by selecting **<Load>**. If the player does select <Load>, a message will be displayed informing them that if they do so their current game data will be lost. If the player confirms that they would like to load data, the load menu will open. Selecting **<Options>** will open the in-game Options menu, which will consist of sound and vibration options. Selecting **<Quit>** will allow the player to exit the sub-game and return to LEGO Island 3. If the player then wishes to quit playing LEGO Island 3, they must select <Quit> from the main Island Pause Menu. Again, a confirmation message will first be displayed asking the player to confirm that they would like to quit the game.

INVENTORY (SELECT BUTTON)

When the player presses the SELECT button, Pepper's palm pilot will open, its screen filling the whole of the game screen. It will look like a modern palm pilot, but obviously not too close to any particular model in case of copyright infringements.

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Along the bottom of the screen is a blank text field. The player will be able to control a cursor using the directional buttons. Whenever the player selects something with the cursor, an explanation will appear here. For example, if the player selects the Game Score section, the message will read: 'Your Score. Press (X) button to open High Score Table'.

The player may exit the PDA by pressing the SELECT button again, or by pressing the [circle] button.

STATUS SCREEN

The screen that is displayed upon opening the PDA is the Status Screen. This screen displays, at a glance, all of the important game information that is vital to the player.

At the top of the screen is a **Movie Strip** with six squares in it. The first square is a picture representing Car Chase, the second is Stunt Bike, followed by Jet-Ski, Plane Chase and Parachuting, with the final square representing the movie premiere at LEGO Island cinema. The pictures will be greyed out until the sub-games are open, for example, the Car Chase sub-game will become available after the player has obtained a driving licence.

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Once all of the 5 movie sub-games have been completed, the player may then continue exploring LEGO Island where there is still much to do and they will also face the showdown with the Brickster when he reveals himself after filming is finished. After the Brickster has been defeated, the player will go off and watch the movie premiere.

On the left/middle of the screen are the **Licences**. This represents the three types of vehicle licences that Pepper may gain and indeed must gain, in order to complete the game. These will be silhouettes, but will become solid when Pepper gains the licence. There is a Land licence, a Water licence and an Air licence. Pepper will also gain the use of additional vehicles after completion of sub-games, e.g. Pepper will be able to use a motorbike on the island after he has played the Stunt Bike sub-game.

In the centre of the screen are the **Brick Counters**. These icons represent the amount of LEGO bricks collected by the player. The first icon is of a regular 2x3 six-stud brick and will have a fraction next to it (e.g. 10/1000). This shows the player how many **regular LEGO bricks** they have collected (for use in building Brickimals) and also how many bricks there are available in the game, thus giving the player a goal to aim for.

The second brick is a **Brickimal Heart**; a smaller regular 2x2 brick, which has a glowing decal of a brickimal on its side. There will also be a fraction next to this brick, but the number will be smaller and represents the total number of Brickimal Hearts that the player has collected in the game. Brickimal hearts are collected in the same way as regular bricks, but some might be a little trickier to find/earn. A brickimal heart, once found will allow the player access to an additional brickimal to construct. A small icon will flash (from the Holomaniac) in the corner of the screen, alerting the player to the fact that they may now visit a brickimal podium and there will be a new brickimal to construct (see **Brickimals** section).

On the right/middle of the screen is an icon of **Nick Brick's Evidence Book**. This icon will also have a fraction next to it and represents the number of slidey puzzle levels completed by the player. Pepper must help Nick Brick to piece together pictures of the Brickster, up to no good as usual. The case will be solved when the player has pieced together all the pieces of the puzzle.

At the bottom/left of the screen are the **Player's Score and L.A.F.T.A. Counter**. This displays the player's overall game score (which includes island, sub-games, puzzle games). Also displayed are the number of L.A.F.T.A.'s the player has collected so far. There are three types of L.A.F.T.A.'s:

Amateur – (awarded for sub-game completion of the first level of a movie shoot)
Professional – (awarded for sub-game completion of the second level of a movie shoot)
Super Star – (awarded for sub-game completion of the third and final level of a movie shoot)

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The status screen will record how many of each L.A.F.T.A. type have been collected, but the different types of L.A.F.T.A. only represent score, they do not prevent the player from entering a sub-game. For example, if the player needs 5 L.A.F.T.A.'s to enter a sub-game, this can be made up of 3 Amateur L.A.F.T.A.'s, 1 Professional L.A.F.T.A. and 1 Super Star L.A.F.T.A., or any combination of L.A.F.T.A.'s, as long as the total amount is sufficient to open the door (in this case, 5).

If the player highlights the overall game score, the text field will display 'Your Score. Press (action button) to open High Score Table'. If the player selects this, the high score table will be loaded (See **High Score Table**, below).

In the bottom/right of the status screen is an icon of a **Trading Card**. There will be a fraction next to this icon too, which will tell the player how many cards (of the total available) they have collected. If the player highlights this icon, the text field will display 'Trading Cards. Press (action button) to open Trading Card Album'. If the player selects this, the Trading Card Album will be loaded (See Trading Cards, below).

STATUS SCREEN LOADS

If the player moves the cursor over either the High Score icon or the Trading Cards icon on the status screen, the text box will display a message to inform the player that they may load a different screen here. If the player then presses the (X) button whilst the cursor is over either of these icons, the new screen will load.

The player may load the High Score Table by selecting the game score icon, and may load the Trading Cards screen by selecting the trading cards icon.

HIGH SCORE TABLE

Here, the player can view the **High Score Table**, which displays the top scores achieved in each game and at each level. By scrolling up/down, the player can view scores for each game.

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At the top of the screen will be the title 'LEGO ISLAND 3, XTREME STUNTS'. Underneath the title, along the screen will be displayed symbols of the three L.A.F.T.A. awards, which are awarded for completion of sub-games; Amateur, Professional and Super Star. These will, essentially form three columns and will display the highest score the player has achieved at that level, in that game.

The three levels of L.A.F.T.A.s represent the acting skills that Pepper has learnt so far and, thus how good an actor he is. The three levels are:

Amateur = **Easy**
Professional = **Medium**
Super Star = **Hard**

On the left of the screen will be a space for the title of each sub-game. Next to this, in the three L.A.F.T.A. columns will be displayed the top score that Pepper has achieved in that level. If Pepper has not yet played any levels of any game, there will be a space here and the square will be greyed-out.

Next to this title are spaces for the BIG L.A.F.T.A.s that the player may earn. For example, if the player completes the game, they he will be presented with the BIG

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golden L.A.F.T.A. for best actor. If the player then continues playing the game and collects all of the available L.A.F.T.A.s, they will be awarded the BIG platinum L.A.F.T.A., which is the ultimate award.

When Pepper has gained enough L.A.F.T.A.s to enter the cinema and has watched the movie, he will be presented with the BIG golden L.A.F.T.A. for best actor and a symbol of it will be displayed next to the title, at the top of the screen.

Finally, when/if Pepper has collected all of the available L.A.F.T.A.s, there will be another ceremony at the cinema and Pepper will be awarded the BIG platinum L.A.F.T.A., which is the ultimate acting award. After this, a symbol of the platinum L.A.F.T.A. will be displayed alongside the golden L.A.F.T.A., next to the title, at the top of the screen.

TRADING CARDS

If the player highlights <Trading Cards>, the text box will display 'Open Trading Cards Menu'. Selecting this option will open the trading cards menu where the player will see a screen filled with small rectangles where cards may go. If Pepper collects a trading card it will appear in the menu inside one of these spaces. The other spaces will remain blank. There will be 4 cards on one screen and if the player presses left/right the screen will change to another card display screen. There will be 10 screens which the player may scroll through to view their trading cards.

By moving the cursor with the directional button, the player may select trading cards. If the player presses the select (X) button while the cursor is over a trading card, the card will be enlarged to fill most of the screen so that the player can see the picture more clearly. When a card is selected, the text box beneath will display the name of the character and where they live and will show a picture of them, either posing or going about their daily business (e.g. Rolf the vet with birds and small animals all around him, escaped from their cages).

Pepper may find trading cards, or receive them as rewards from NPCs (non-player characters) for completing sub-quests. The player will not collect a full set of cards by completing the game following the straight path through the main sub-games. Players who wish to collect a full set of trading cards will find that they must complete sub-quests or look in out of the way/hard to access areas of the island or of sub-games.

These cards may also be produced as a range of trading cards for children.

MAP

Once the Status Screen is open, if the player presses the L1 button or highlights the button icon on the left side of the status screen and presses either left on the directional button, or the action button, the PDA will display the Map screen. This is a

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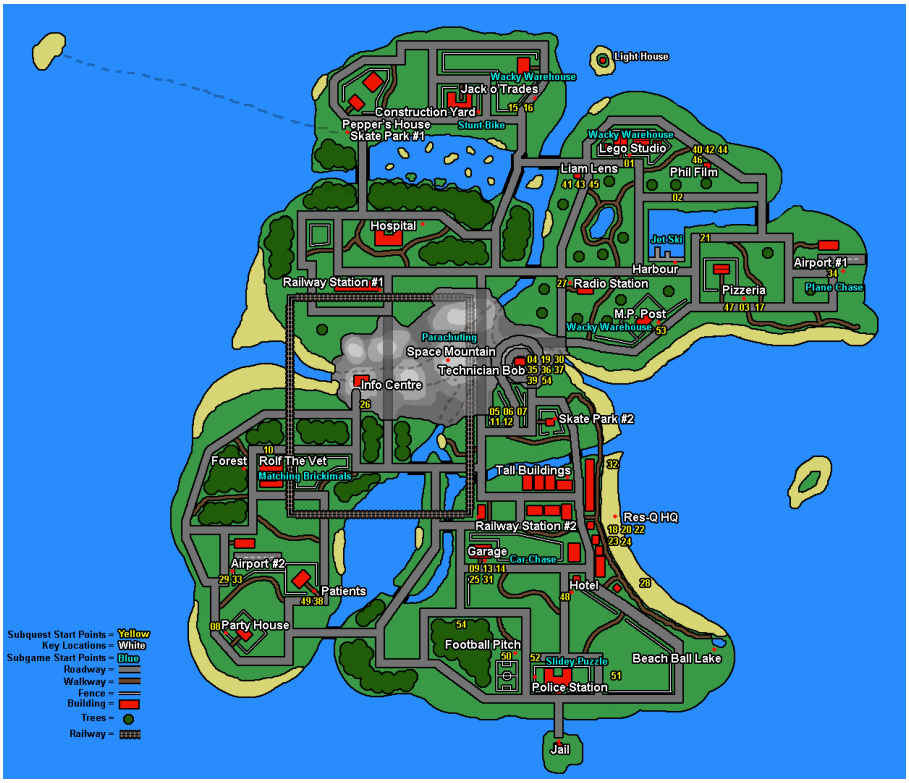
map of LEGO Island, which Pepper carries with him wherever he goes, in case he loses his way:



The map will be bright, colourful and easy to use. Buildings and landmarks will be shown on the map, as well as natural features like lakes and mountains.

A flashing icon will show Pepper's current location and there will also be an information cursor that the player may move by pressing Left/Right/Up/Down. When this icon is over a location (cursor locks onto areas) the name of the location will be displayed in the blank field at the bottom of the screen, along with any relevant information.

A second and different flashing icon will also be displayed on the map. This icon will give the location of an area that Pepper should visit next in order to continue story progression, e.g. the location at which he will be filming the next scene for COOL MOVIE.

JOURNAL

Once the Status Screen is open, if the player presses the R1 button or highlights the button icon on the right side of the status screen and presses either right on the

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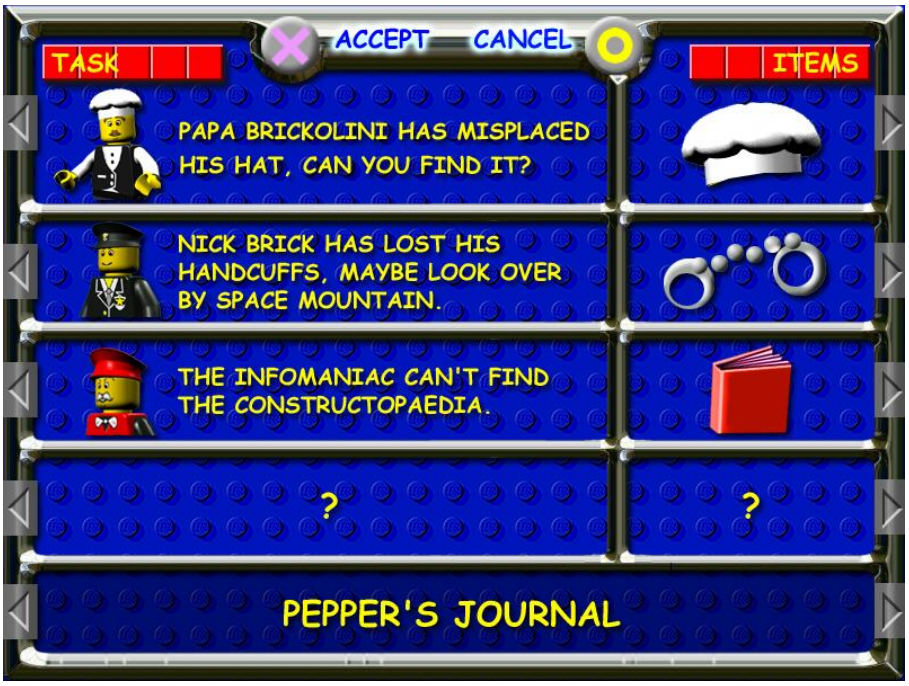
directional button, or the action button, the PDA will display the Journal screen. This is a virtual Journal contained within the PDA that Pepper carries with him all the time. In this Journal, Pepper records details of any quests that islanders may request him to complete.



The information will be displayed in such a way that it will be easy for the player to see, at a glance, who the quest involves, what it consists of and also their progress so far. For example, if the player is involved in a quest where Pepper must find Papa Brickolini's hat, the journal entry will begin with a picture of Papa Brickolini's face without a hat, as a pictorial indicator. Next to this will be a brief description of the quest and any clues which the player has received. For example, in this particular quest the player would have viewed a cut scene when Pepper spoke to Papa Brickolini, showing his hat being blown way and floating off in the direction of a forest, to the north. The text would read:

- Papa Brickolini has lost his hat. It was blown in the direction of the Northern Forest.

Next to this will be a greyed-out icon of Papa Brickolini's chef's hat. This lets the player know what they are searching for and, when it has been found it will be filled in with a colour icon of the hat. If Pepper is involved in a sub-quest that requires more than one item, such as Technician Bob's Tri-Brickulating Vehicle, the first item will be greyed out

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and then, once that has been found a new greyed-out icon will appear to let the player know what they are now searching for.

Journal entries are made automatically, when there is a piece of information that Pepper may need to record. If Pepper accepts a quest, the holographic Infomaniac will appear and morph into a hologram of the palm pilot icon, which will then travel to the bottom left corner of the screen and flash to let the player know that there is something new in their inventory. This is to prevent the player from forgetting to look in the Journal and also to encourage them to use this handy feature.

When Pepper completes a quest, the entry will be marked as completed and a small note added to the original text, e.g:

"Papa was so pleased that I found his hat, that he gave me this super rare brick and the Papa Brickolini trading card! That's one of a kind!"

New entries will be automatically added to the top of the journal, pushing older or completed ones downwards. This ensures that the player is always aware of what is happening and what they are involved in at any one time.

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BRICKIMALS

Brickimals may be accessed from the Brickimal Podiums, which are located around LEGO Island. Pepper's PDA will communicate with the podium using infrared, and display the Brickimal Creator. If the player approaches a brickimal podium, the action button (X) will change to 'Open'. If the player presses the action button, the Brickimal Creator will open. If the player has not yet collected a Brickimal Heart, there will be one brickimal screen, but it will be greyed out and the player will not be able to add bricks to the silhouette.

As Pepper explores LEGO Island, he will find LEGO bricks that he can collect. Pepper will also be given bricks as rewards from other characters, in return for completing small errands or tasks for them, and Pepper can also find some bricks within sub-games. As Pepper collects LEGO bricks, these will be stored in an inventory. All of the bricks have the appearance of a 2x3 standard LEGO brick and there are 4 different colours: red, blue, yellow and green. With these bricks, the player may construct 'Brickimals'.

Brickimals are basic and funny-looking LEGO animals (idea from LEGO advent calendar), built from just a few bricks each. Situated around LEGO Island, the player will find several pedestals on which to mount completed brickimals.

When Pepper finds or receives his first brickimal piece or examines a brickimal pedestal for the first time, the holographic Infomaniac will appear and explain to him about brickimals.

Each brickimal is composed of 10 LEGO bricks and requires a brickimal 'heart brick' in order to be activated.

Below are some examples of Brickimals:

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BRICKIMAL CREATOR AND BRICKIMAL HEARTS

The Brickimal Creator sub-screen is composed of 3 sections; a bottom half and the top half, split into two. In the top left of the screen will be a silhouette of a brickimal shape with a question mark on it. The player may press L1 and R1 to scroll through the brickimals available to build. When a brickimal is selected, the pieces required in order to build it will be displayed (again, as silhouettes) in the top right hand section of the

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screen. They will all be the same shape, but different colours, e.g. 3 green, 4 red, 1 yellow and 2 blues. There will also be a 'Build' button in this section that will be greyed out. When all of the pieces required for that brickimal have been assigned, the build button will light up and the player may click on it to create the brickimal. In the bottom half of the screen, the player may view all of the bricks Pepper has collected so far, displaying how many and of which colour.

However, Pepper may only build a brickimal if he has found the brickimal heart. This is a small LEGO brick that has a pulsating decal of the brickimal it relates to, on it. Brickimals in the brickimal creator will be greyed out until Pepper has found the relevant brickimal heart. When Pepper finds a brickimal heart, e.g. the snowman, the item disappears and a brickimal icon will flash on screen to let the player know that there is something new in the Brickimal Creator. Upon opening the Brickimal Creator, the player will see that the snowman brickimal is no longer greyed out and bricks may be added to it.

If the player selects a brick from the stock available and presses the select (X) button, the brick (if it is one of the colours required for that particular brickimal) will be removed from the inventory and put into the requirements for the brickimal. There will be a number next to each brick icon to show how many of each colour Pepper has in his inventory. The bricks required for a brickimal will have a fraction next to them, to show the player how many they have added to that brickimal so far, and how many more are required for completion. However, the player will still only see an outline of the overall shape and will not know what the brickimal looks like until it is finished.

Once Pepper has collected all of the pieces for a brickimal, then 'build' button (See above) will light up and, when the player clicks it, it will become a complete figure and its name will be displayed, e.g. 'Brickimal Bull', 'Brickimal Snowman', 'Brickimal Duck'. Pepper must then find a brickimal pedestal, many of which will be located around the island. At the pedestal, the player should press the action button to open a mini-menu which will ask the player to choose a brickimal to place here, or to exit the mini-menu. If the player chooses to place a brickimal here, the brickimal will then appear, full-size, on the pedestal and will remain there to be viewed.

The brickimal pedestals will be carefully placed in interesting locations, so that the player will see them as they explore the island, particularly if a brickimal has been mounted on one. For example, there might be a pedestal in the forest, hidden by trees, but when a brickimal bird is placed on it, it appears that there is a big bird sitting in one of the trees and looking out over the forest, when viewed from outside of the forest.

BRICKIMALS MOVE AND SPEAK!

Occasionally, brickimals will move or make some small sound. For example, some may have eyes that follow Pepper as he moves; the brickimal bird may occasionally flap its wings and squawk, or the bull may paw the ground. The brickimal snowman will shiver continuously from the moment it is placed.

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Pepper does not have to collect brickimals at all. They are there as an additional feature and may be fun for more advanced players who want to collect all the bricks.

After Pepper has collected the final brickimal, the holographic Infomaniac will appear and tell Pepper that he has heard of a golden brickimal statue, but he doesn't know what it is. The Infomaniac tells Pepper to keep an eye out for the pieces of the golden brickimal, which will be mounted in LEGO Island Town Square.

On the Brickimal Creator screen, the shape for the golden brickimal will again be a dark silhouette with a question mark in it. However, this silhouette will be in the shape of an enormous bird. If Pepper selects it, he will see spaces for the 10 pieces of brickimal with question marks on them. The player must collect the golden bricks and then the golden statue will be built.

The Brickimals Pepper may build are:

DUCK
SWAN
SNOWMAN
PENGUIN
GIRAFFE
TURTLE
CAT
DOG
RHINO
PARROT
HAMSTER
ELEPHANT
SHEEP
LLAMA
SPACE INVADER
MONKEY

WHALE
LION
SNAIL
ROBOTS (6)

SPECIAL GOLDEN PHOENIX BRICKIMAL

(LEGO to confirm and supply LEGO brickimal designs). TBD.

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CHARACTERS

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MEET THE PEOPLE!

All of the well-loved characters that players remember from LEGO Island 2 are still living on LEGO Island. However, some new faces have arrived too:

PEPPER RONI

The skateboarding dude with the food! When he's not delivering pizzas, Pepper likes to play on his computer or watch movies. As well as being a whiz at stunts on his skateboard, Pepper is keen to try out more extreme sports and is also the reluctant star of 'Cool Movie'.

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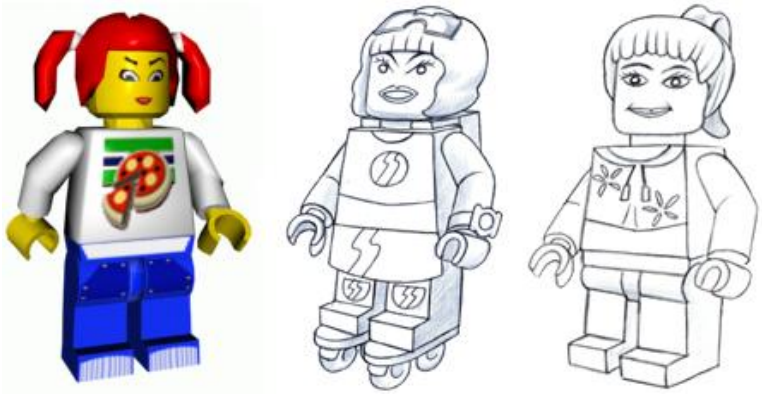
THE INFOMANIAC

As the creator of LEGO Island, The Infomaniac knows everything there is to know about...well, everything! Always hungry for more information (and Papa's pizzas), if you ever need to know anything, The Infomaniac is the man to see.

THE BRICKSTER

The mischief-maker of LEGO Island, The Brickster always seems to have his finger in somebody else's pie. When he was a child, The Brickster never had a full set of LEGO bricks, but only discarded or 'borrowed' bricks. Living in a great tower built of mis-matched bricks, The Brickster vowed that one day he would have all the LEGO bricks he ever wanted. The Brickster is a slippery character and has managed to escape from LEGO Island Jail twice, so far! Keep your eyes peeled for him, as you never know where he'll pop up, or what mischief he will be plotting!



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SKY LANE (WORK IN PROGRESS)

A LEGO babe, Sky Lane is Pepper's leading lady in 'Cool Movie'. When she's not wowing audiences with her on-screen performances, she can be found around LEGO Island taking part in extreme sports, or trying out her new gadgets! Sky loves anything high-tech, and always has the newest gadgets.

BILL DING

The man who builds everything on LEGO Island. Bill Ding is a whiz with tools and his knowledge of LEGO bricks can make his work seem like magic. There's no job too big and no job too small; Bill Ding will build them all.

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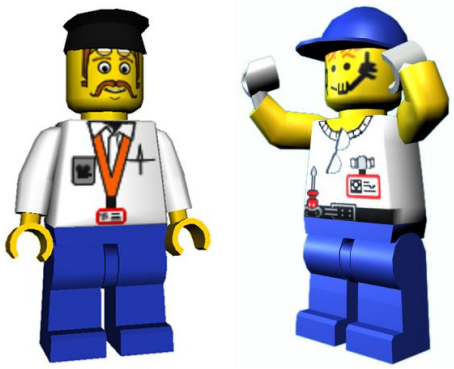
BLOCK BUSTER

Block Buster is the world-famous director of the up-and-coming smash, 'Cool Movie'. Block is a very large, round brick of a man, with a beard and moustache. Very friendly and warm, he is instantly likeable, but he also knows how to always get his own way. He puts his success down to the first film he made when he was a youngster, called 'Big Cheese in a Small Fridge'.



PHIL FILM AND LIAM LENSE

Phil and Liam work on the set of 'Cool Movie', and are the best cameramen in the business. Give them any scene and their filming finesse will turn it into a masterpiece!

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BELINDA BLINK

Belinda is the clapperboard girl on the set of 'Cool Movie'. Belinda is a kind girl, but very clumsy and she often has accidents on the set. Belinda looks as though she has been dragged through a hedge backwards, with wild hair and patched clothing. She peers out at the world from behind huge, thick, round spectacles. Belinda is terribly scatterbrained and is always too flustered to pay much attention to her appearance, so she is a little nervous of Penelope.

PENELOPE PUFF

Penelope does all the make-up for the stars of 'Cool Movie'. She looks immaculate and a little bit haughty, because she wants everyone to spend as much time over their appearance as she does. Even though she can seem a bit rude, she is a valued member of the crew, as the older stars need her to take years off their faces with her brush skills.

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TECHNICIAN BOB

Always tinkering with something, Technician Bob is currently working on a top secret invention which will revolutionise travel! Pepper should drop in on him from time to time and check it out...

CHARACTER LIST

Animal Chin
Belinda Blink
Bill Ding
Block Buster
Bony Hawks
Brian Shrimp
Brickster
Brickster-Bots
DJ
Dr. Clickitt
Ed Mail
Footballers
Infomaniac
Jack O'Trades
Laura Brick
Liam Lense
Mama Brickolini
Margaret Patricia Post
Nancy Nubbins
Nick Brick
Nubby Stevens
Papa Brickolini
Patient
Penelope Puff
Pepper Roni
Pete Bog
Phil Film
Photographer
Red Greenbase
Return and Enter
Rhoda Hogg
Rolf the Vet
Security Guard
Self-Morphing Plant
Sky Lane
Snap Lockitt

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Studz Linking
Super Stationmaster
Technician Bob
Valerie Stubbins

SKY LANE

Sky Lane is a pretty young girl, who is about Pepper's age. She is very sporty and particularly enjoys extreme sports.
Sky is also a bit of a gadget-girl. She loves technology and goes nuts for any modern, high-tech gadgetry.
Sky's look is very much cutting edge, for her age. She tries to always look cool and funky, with colourful clothes and modern hairstyle.

Sky Lane will be Pepper's 'love interest' in LEGO Island 3. She likes Pepper, and thinks he's actually quite cool, but she isn't quite bold enough to do anything about it. She wishes Pepper would ask her out on a date.
Pepper, on the other hand, as a boy, is slightly less mature. Pepper is beginning to take an interest in Sky, but he is still in his angst-ridden teenager stage, and struggling with the idea that 'girls are gross'.

Pepper and Sky will kiss, at some point in the game. However, it will be very brief and both will be blushing etc. That will be more or less the only romance in the game, except brief moments, for example when they dance together during filming.

BRICKSTER-BOTS

Brickster-bots, as The Brickster's helpers, will also take part in the filming of COOL MOVIE. They are used as workmen about LEGO Studios and around LEGO Island, but are also acting in the movie. The Brickster-bots play Bad Guy's henchmen, the Blue Hand Gang (see below).

Brickster-bots may get into mischief on the film set, but will not be too disruptive to filming. However, they will certainly be up to no good on the Island and Pepper may find himself involved in some sub-quests to sort them out.

THE BLUE HAND GANG

In COOL MOVIE, The Blue Hand Gang are Bad Guy's (Brickster's) henchmen, although they really aren't much improvement on the Brickster-bots... They are an assortment of battered criminals dressed in convict-style clothing or dungarees, similar to the way the Brickster looks, but each has a different face and their own particular peculiarity, such as eye patches or scars.

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The Blue Hand Gang is played by the Brickster-bots. During a sub-game intro/outro cut scene, a member of the Blue Hand Gang will be shown pulling off his LEGO mini-fig head. As the head comes off, a square Brickster-bot head boings out of it, reshaping itself as it is released from the confinement of the regular shaped head.

The Blue Hand Gang is part of the COOL MOVIE world, but Pepper may occasionally run into one of the gang members on LEGO Island. If Pepper speaks to a gang member, he will remove his mini-fig head and reveal himself to be a Brickster-bot underneath!

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LEGO ISLAND BUILDINGS

During breaks in filming, Pepper may explore the island and also visit the new areas that the film crew has constructed around LEGO Island. The buildings on LEGO Island will be:

PEPPER'S HOUSE (SKATEBOARDING)

Pepper loves skateboarding and has ramps and halfpipes set up in his garden.

However, in LEGO Island 3, the island itself will be modified so that Pepper will be able to use his skateboard all over the island, performing more tricks and moves than before. Special ramps, rails and slopes etc are built into the buildings and the landscape.

Pepper carries his skateboard with him wherever he goes, keeping it stowed away in his backpack. Whenever he wants to use it, the player need simply press the [triangle] button and Pepper will flip the board from his backpack and jump on, in one smooth motion. Then, he's off and can skateboard around the island.

Pepper will automatically propel himself forwards on his skateboard and the player may steer him left/right and turn around. Whilst skateboarding, Pepper may travel over a variety of surfaces, each of which will have differing sound and particle effects and may also affect his traction. For example, Pepper will move at his normal rate on the road surfaces, but will be slowed slightly should he move onto grassy or sandy surfaces.

Rather than having an enclosed Skate Park where Pepper can practice, he will now be able to skateboard and perform tricks all over LEGO Island. Rails and fences will be positioned around the island and near buildings. When Pepper approaches these, he can jump into the air and land on them with his skateboard. Then, he can rail slide along it and also perform other stunts.

Some buildings and areas of LEGO Island will have ramps and curving slopes built in to them, such as the areas under bridges. Pepper will be able to skate up these and jump off the top or, in a half pipe situation, turn and skate up the other side. Pepper will be able to vary his jumps in order to get 'big air' and this will allow the player more time in which to perform stunts. As Pepper jumps into the air, the player may perform a variety of different stunts by pressing different combinations of buttons.

(See Pepper's Abilities).

THE INFORMATION CENTRE

*Where the Infomaniac lives. As Pepper approaches, from the side of the building a spiral staircase will appear, step by step.

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THE PIZZERIA

*Papa Brickolini, assisted by his wife Mama, create pizza masterpieces here for the citizens of LEGO Island. Pepper may also play the sub-game 'Crazy Pizza' here.

THE HOSPITAL

*Where Dr. Clickitt treats his patients.

THE RES-Q HQ

*Valerie Stubbins, LEGO Island's BayWatch babe keeps a watchful eye over the seas around the Island from here. Pepper will play the sub-game **'Jet-Ski'** here.

THE RADIO STATION

*Where the DJ broadcasts music to keep everyone's spirits soaring.

THE PARTY HOUSE

*The fun never stops at the Party House and many of the Island's citizens can be found here dancing the night away. Rhoda Hogg will often pop in to celebrate a racing victory and both Snap Lockitt and Red Greenbase love to boogie on down.

SPACE MOUNTAIN AND TECHNICIAN BOB'S WORKSHOP

*Bob is a whiz with all things technical and spends most of his time here working on his space projects. Recently, Bob is into all things fast and likes to work on speedy cars and bikes. Being the highest point on LEGO Island, Pepper will play the sub-game **'Parachuting'** here.

THE POLICE STATION

*From the Police Station, Nick and Laura Brick stretch out the long arm of the law and curl it around the shoulders of LEGO Island. Inside the Police Station, Pepper can play the puzzle Game **'Sliding Puzzles'** (see **Puzzle Games** section).

THE JAIL

*Usually empty, unless The Brickster has stopped by for a stay...

JACK O'TRADES'S STORE

*Jack O'Trades runs a general store on LEGO Island and supplies the islanders with many of their basic necessities. Jack used to be part of an acrobatic group called 'The Flying Legandos' and he can occasionally be seen practising his old tricks. The other members of The Flying Legandos can be found around LEGO Island. Pepper can play the sub-game **'Wacky Warehouse'** from here.

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THE GARAGE

*At the garage, Nancy Nubbins and Nubby Stevens keep all the vehicles on LEGO Island running smoothly and supply fuel and other motoring needs to the islanders. Pepper will play the sub-game **'Car Chase'** here.

M.P.POST'S POST OFFICE AND STORE

*At the Post Office, Margaret sorts all the mail and then Ed Mail delivers it. Margaret also stocks goods and she has a warehouse full of boxes. Pepper can play the puzzle Game **'Wacky Warehouse'** from here (see **Puzzle Games** section).

SEE 'SUB-GAME LOCATIONS' FOR A LIST OF WHERE EACH SUB-GAME IS PLAYED.

NEW BUILDINGS AND CONSTRUCTIONS

LEGO STUDIOS (MOVIE STUDIOS)

*Where the film crew hang out.

LEGO ISLAND CINEMA

*Built for the premiere of COOL MOVIE, starring Pepper Roni.

THE HARBOUR

*A new harbour has been built on LEGO Island and this enables really large ships to be moored here. There may also be some visiting sailors who will chat to Pepper and trade cards. They will mostly hang around the docks playing cards, until their ship is ready to leave. Pepper will play the sub-game **'Jet-Ski'** from here.

ROLF THE VET'S

*Rolf is a new resident to LEGO Island and he runs a veterinarian's surgery. Rolf likes to help small animals. Inside the vet's, Pepper can play the puzzle Game **'Matching Brickimals'** (see **Puzzle Games** section).

CONSTRUCTION SITE

*This is an area on the new LEGO Island strip which is simply a large construction site, full of machines and building materials. Pepper will film the motorbike scene of the movie (**'Stunt Bike'** sub-game) here.

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AIRPORTS

Having both expanded the island and increased the population, and with the new film people and tourists attracted to the island, airports have had to be built to deal with all the air traffic. Pepper can fly a plane from here, once he has his pilot's licence and the runway is also used to make a car change into a plane and take off, if the player has unlocked the Tri-Brickulating Gizmo!
Pepper can play the sub-game '**Plane Chase**' from here.

THE LIGHTHOUSE

A new feature of LEGO Island, handy for finding North from the land, and finding land from the sea!

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TOYS AND CUSTOMISATION

As with its predecessor LEGO Island 2, the environments of LEGO Island 3 will be fully interactive and customisable. Pepper will be able to change the look of plants and trees, signposts and lights, even people and vehicles.

The player may choose from a very large number of customisable objects and accessories to change in his surroundings. These customisable features will also be saved when the player saves their game. Although by no means an exhaustive list, some examples of customisable objects are:

ISLAND TOY OBJECTS

Palm Tree
Pine Tree
Oak Tree
Road Sign (Triangle)
Road Sign (Circle)
Road Sign (Octagon)
Flower
Leaves
Big Flower

As extra objects are seen during the movie sub-games, they become available on the Island. In addition, Pepper will be able to use objects from the Film Studios. For example;

ADDITIONAL ISLAND/FILM OBJECTS

Traffic Lights
Street Lamps
Benches
Bushes
Cactuses
Big Floodlights
Cameras on tripods
Clapperboards

CUSTOMISING PEOPLE

Pepper will also be able to customise the look of the people he meets. Pepper may customise all of the hats belonging to the characters on LEGO Island. Additionally, as Pepper meets more people and the game progresses, more items will become available. These will include:

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Around 40 hats from the various LEGO Island citizens
Block Buster's beard
The helmets of the two clans from Castle Island
Sky Lane's hair
The Classic: 'Cup-on-the-head'
and also 'Flower-Pot-on-the-Head'.

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VEHICLES AND LICENCES

Pepper will find several vehicles on LEGO Island, and he may customise any vehicle. The vehicle will 'brickulate', flying apart into its separate bricks and then come together again to form a new shape or colour. In addition to his trusty skateboard, Pepper can also drive these vehicles. First, though, he must take a driving test and gain a licence for the vehicle type in question.

Pepper must earn a licence for each type of vehicle, before completing the following sub-games:

To play the **Car Chase** Sub-Game, Pepper must gain a licence for **Land Vehicles**.

To play the **Jet-Ski** Sub-Game, Pepper must gain a licence for **Water Vehicles**.

To play the **Plane Chase** Sub-Game, Pepper must gain a licence for **Air Vehicles**.

Once Pepper has passed a driving test and gained a licence for each type of vehicle, he will then be able to freely use that vehicle, as long as someone else isn't already in it!

VEHICLE TYPES

LAND VEHICLES

Scorpion(s), speedster car.
Police Buggy
Ambulance

WATER VEHICLES

Res-Q HQ Speedboat
Res-Q Jet-Ski
Res-Q Dinghy

AIR VEHICLES

Police Helicopter
Res-Q Helicopter
Aeroplane

NEW VEHICLES

Pizza Delivery Van
Post Office Van
Pickup ORV
Space Buggy

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MOVIE VEHICLES

Brickster's Cadillac
4 wheel drive/ORV
Big ORV
Pepper's Sports car

TECHNICIAN BOB'S TRI-BRICKULATING VEHICLE!

Technician Bob may have created some fantastic inventions in the past, but this time he may have outdone himself. By carefully watching the way people drove different vehicles on weekdays, then on weekends watching the way the Brickimals transformed into different animals, he decided to create a highly useful and incredibly fun mix of the two. It's called the 'Tri-Brickulating Vehicle' and may be the answer to every adventurer's dreams and the saving grace of any clumsy driver.

Using advanced frontal scanning technology, the vehicle scans the surface ahead and changes to properties of the car, depending on the surface it must cross. In all, there are three vehicle types combined in the tri-brickulating vehicle Constructopedia; land, sea and air.

If the vehicle is driving down the road, then suddenly drives into water, it will brickulate into a boat. Likewise will turn back into a car if the boat drives back onto land. Furthermore, if, as a car, the vehicle is driven off a cliff, it will turn into a hand glider, allowing for a safe glide back down to earth. Once the hand glider makes contact with the ground, it will turn back into a car.

Intelligent systems control the air brickulation, detecting when the driver is travelling up a runway at an airport. Once this surface is detected, the vehicle will brickulate into a plane, allowing the driver to take off into the air.

Although this may be a lot of fun to use, Technician Bob is not so keen to give it up and may put up a tricky challenge! Pepper will be allowed to use this vehicle if he completes the relevant sub-quests (see 'Sub-Quests' section) and also satisfies Bob that he is a good enough driver to be trusted with it.

ISLAND AI

LEGO Island citizens will often use the vehicles available on the island and are completely independent. For example, a character may take a car from outside their house and then drive it to a shop. They may then go inside the shop for a while, exit and then get back into their car and drive to another destination. If Pepper borrows a car while someone is in a shop, the person will come out and wait for a while to see if the

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vehicle is returned (if it is returned, they will get back in it and drive away). If the vehicle is not returned, the character will continue their journey on foot.

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THE PREMIERE

The player will watch the final movie, with all the special effects added, in a brand new cinema that has been built on LEGO Island especially for the premiere! All the stars of the LEGO world will be there. This movie will contain as many cheesy copies of famous parts of other movies as possible (e.g. Titanic, James Bond etc.).

This screening will result in tumultuous applause!!

Afterwards, Pepper will be asked to give a speech and he will, effectively, read out the actual credits as they roll, thanking each person for the particular role that they played in the making of LEGO Island 3, almost like 'Whose Line is it Anyway? (but funnier)' For example, "Firstly I want to thank Darren Drabwell, for producing this fantastic adventure. Rich Hancock and Lara Sweeney for their unfailing support and expertise as Associate Producers...' and so on.

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PUZZLE SUB-GAMES

The following are detailed descriptions of the Puzzle sub-games, available for Pepper to play in various buildings around the Island.

MATCHING BRICKIMALS

(ROLF THE VET'S)

BRIEF

At some of the houses on LEGO Island, Pepper can go and play Puzzle games. As the game progresses, new sub-games will be added.

Pepper must match the Brickimals, which are hidden inside a number of crates in the room.

GAMEPLAY

Pepper must quickly walk around the room, opening the crate doors to match the pairs of Brickimals. Only two creates can be opened at any one time.

MATCHING

If Pepper makes a match, the two Brickimals rise up from the crates into the air meeting each other in the centre of the room. Once together they disappear in a nice sparkly effect. The crate doors will be left open to show that they are complete.

ODD PAIR

If Pepper matches two wrong Brickimals then, the crate doors will shut after a few seconds. This gives the player enough time to see the types.

TIME

The game is time based, with Pepper racing against a one minute clock to match all of the pairs.

FINISHING THE GAME

When Pepper matches the last pair of Brickimals, the timer will stop and the game will end. Depending on how well Pepper scored, compared to the current fastest time, he will react accordingly, by either jumping up in joy, or shaking is head.

LEVELS

The game is level based, with each level holding more crates than the last.

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The first level has a 4x3 set of crates to match up.

CONTROLS

The move system is same as the main island.

Button	Control
D-Pad	Walk around
(X) button	Open Crate

GAME CAMERA

The game uses a fixed camera angle, so that all of the crates can be seen on the screen. This also helps Pepper navigate between the crates with ease.

SCORING

The score system is calculated from the amount of moves and the time taken to finish.

COMPARATIVE PRODUCTS

The following lists a number of products, which can be referenced for similar gameplay areas.

LEGO Island II – Matching Mummies (PSX, PC, AGB)
Using the same style of game play, where Pepper must match up pairs.

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SLIDING PUZZLES
(POLICE STATION)

BRIEF

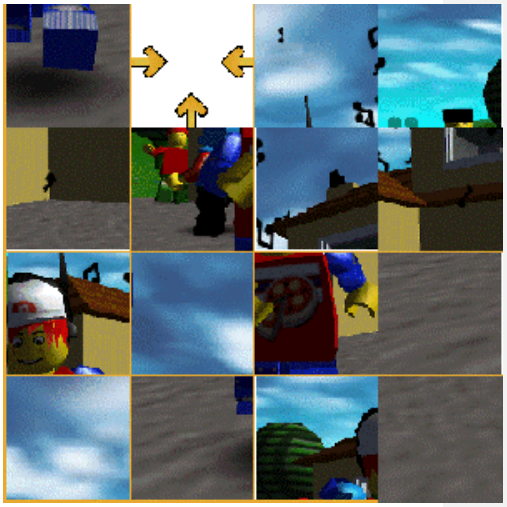
At some of the houses on LEGO Island, Pepper can go and play Puzzle games. As the game progresses, new games will be added.

The Brickster has been up to no good around LEGO Island, even though he is now meant to be a reformed character! Nick Brick has taken some photos of the Brickster up to mischief but some naughty Brickster-Bots discovered Nick's photos and cut them up into pieces, so that Nick couldn't figure out what the Brickster is up to. Pepper must help Nick to piece the pictures together so that the Brickster's dastardly plan can be revealed.

New evidence will be uncovered throughout the game.

GAMEPLAY

Aim
Pepper must rearrange the tiles to create a picture in the fastest time possible.



GAME START

At the start of the game the complete picture is displayed before being quickly jumbled up.

THE GAME SCREEN

The screen is filled with a jumbled up picture, split into tiles on a grid styled board.
One tile is missing, this allows any adjacent squares to be slid in its place.

MOVING PIECES

Any pieces that can be moved are situated left, right above or below the empty square.
This is complimented with a set of arrows, which show the directions available. To slide a piece the player presses the direction on the D-Pad

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LEVELS

The level progression is based on how many tiles the picture is split into, the higher the level the more tiles to arrange.

PICTURE

The picture is different every time the game is played. The images have been taken by Nick's LEGO camera and, even though the Brickster is now meant to be a reformed character, the pictures show him up to mischief! However, some naughty Brickster-Bots discovered Nick's photos and cut them up into pieces, so that Nick couldn't figure out what the Brickster is up to. Pepper must help Nick to piece the pictures together so that the Brickster's dastardly plan can be revealed.

FINISHING THE GAME

The game is finished when the picture is complete, the empty space will always end up in the bottom right corner.
Controls
The player can slide any available pieces with the D-Pad

Button	Control
D-Pad Left	Slide tile Left (If available)
D-Pad Right	Slide tile Right (If available)
D-Pad Up	Slide tile Up (If available)
D-Pad Down	Slide tile Down (If available)

SCORING

The scoring is calculated from the time taken to complete the puzzle.

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WACKY WAREHOUSE

(M.P.POST'S POST OFFICE/JACK O'TRADES' STORE)

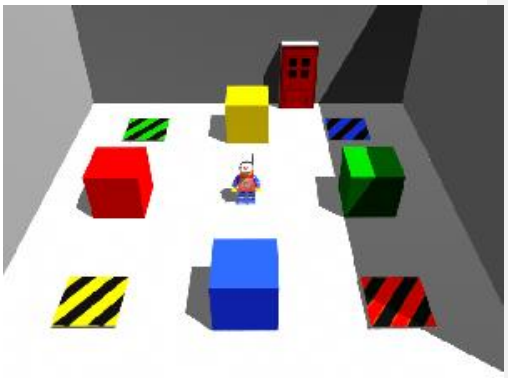
BRIEF

At some of the houses on LEGO Island, Pepper can go and play Puzzle games. As the game progresses, new games will be added.

Pepper must push the crates on to the shaded squares, to complete the puzzle.

GAMEPLAY

Aim Pepper has a number of crates and the same number of shaded squares. He must push all of the crates on to the shaded squares to complete the puzzle.



GAME START

The crates are positioned around the room away from the shaded squares.

MOVING CRATES

Pepper can push a crate by walking into the side of it. Crates can only be pushed, they cannot be pulled.

LEVELS

Each level is a new puzzle featuring the crates and shaded squares. New elements are introduced like pillars, which block paths, holes, which the crates can fall down and colour coded crates and squares. For the first few levels Pepper just has the crates and squares to deal with.

GAME CAMERA

The game uses a fixed camera angle, so that all of the crates can be seen on the screen. This also helps Pepper navigate between the crates with ease.

FINISHING THE LEVEL

The level is complete when all crates are on top of the shaded squares.

GAINING A TROPHY

To earn a trophy Pepper must complete a number of puzzles, the more solved the better the trophy.

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CONTROLS

Pepper's movement is the same as Main Island.

Button	Control
D-Pad	Move Pepper around the room + push crates

SCORING

Although there is no score system as such, Pepper is rated on how many puzzles have been solved.

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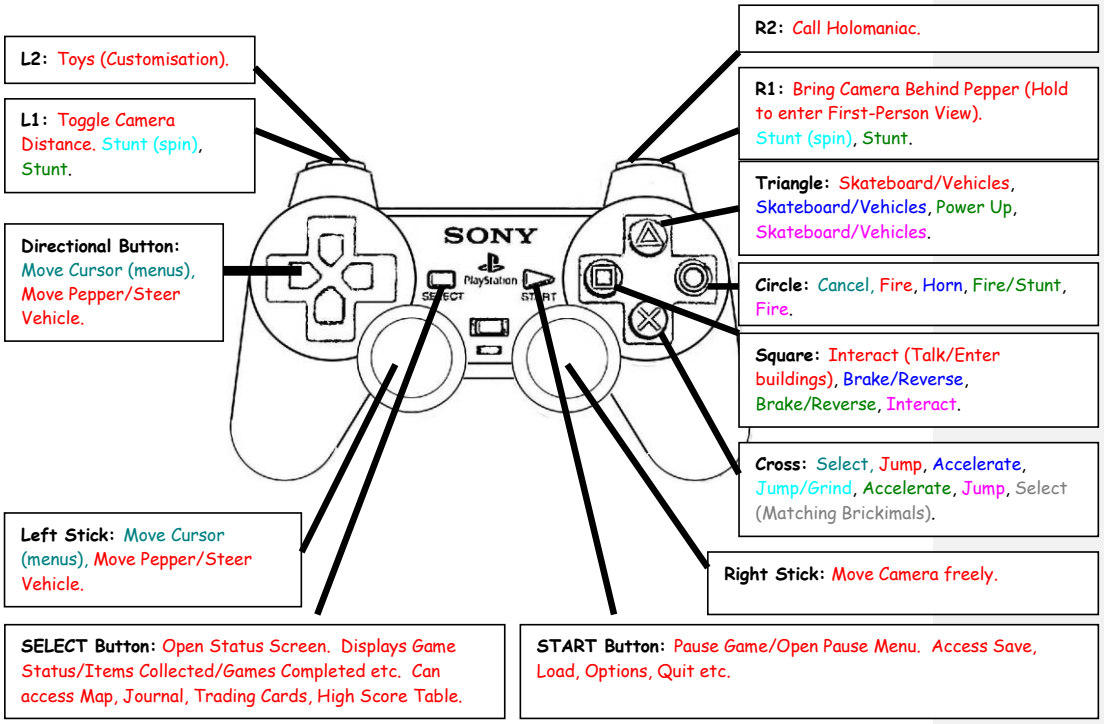
CONTROLS: PLAYSTATION 2


L2: Toys (Customisation).
L1: Toggle Camera Distance. Stunt (spin), Stunt.
Directional Button: Move Cursor (menus), Move Pepper/Steer Vehicle.
Left Stick: Move Cursor (menus), Move Pepper/Steer Vehicle.
SELECT Button: Open Status Screen. Displays Game Status/Items Collected/Games Completed etc. Can access Map, Journal, Trading Cards, High Score Table.
START Button: Pause Game/Open Pause Menu. Access Save, Load, Options, Quit etc.
R2: Call Holomaniac.
R1: Bring Camera Behind Pepper (Hold to enter First-Person View). Stunt (spin), Stunt.
Triangle: Skateboard/Vehicles, Skateboard/Vehicles, Power Up, Skateboard/Vehicles.
Circle: Cancel, Fire, Horn, Fire/Stunt, Fire.
Square: Interact (Talk/Enter buildings), Brake/Reverse, Brake/Reverse, Interact.
Cross: Select, Jump, Accelerate, Jump/Grind, Accelerate, Jump, Select (Matching Brickimals).
Right Stick: Move Camera freely.
SONY
PlayStation
SELECT
START

Directional button/left stick: Move Cursor (menus), Move Pepper/Steer Vehicle. (The left stick and the directional button will perform the same functions at all times, but the player may not use the analogue button to switch either control method off. In this way, the player may choose the control method they like best and, additionally many people find it easier to move/steer with an analogue stick, but like to use the directional button for menus as it offers more precise control).
Right Stick: Move Camera freely.

L1: Toggle Camera Distance. Stunt (spin), Stunt.
L2: Toys (Customisation).
R1: Bring Camera Behind Pepper (Hold to enter First-Person View).
Stunt (spin), Stunt.
R2: Call Holomaniac.

Cross: Select, Jump, Accelerate, Jump/Grind, Accelerate, Jump, Select (Matching Brickimals).
Square: Interact (Talk/Enter buildings), Brake/Reverse, Brake/Reverse, Interact.
Triangle: Skateboard/Vehicles, Skateboard/Vehicles, Power Up, Skateboard/Vehicles.

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Circle: Cancel, Fire, Horn, Stunt/Use extra Power Up, Fire.

START Button: Pause Game/Open Pause Menu. Access Save, Load, Options, Quit etc.
SELECT Button: Open Status Screen. Displays Game Status/Items Collected/Games Completed etc. Can access Map, Journal, Trading Cards, High Score Table.

Controls Colour Key:
Aqua: Menus
Red: Pepper on Island, on foot
Blue: Pepper on Island, in a vehicle
Pale Blue: Pepper on Island, on skateboard
Green: Pepper in movie (vehicle) sub-games
Pink: Pepper in Brickster's Tower (controls needed, TBD)
Grey: Puzzle Games

Many Island controls, such as steering, pause etc are universal in sub-games etc.

Pepper will be able to perform a wide range of physical actions, as well as conversation and interaction. The game, on each platform, should have the same functions, but obviously the controls will be different. Controls will be designed to be as intuitive and natural as possible.

Many of the buttons are context sensitive, for example the [square] button. When near a person, this button will perform the 'talk' function. However, when near a building that Pepper can enter, this button will perform the 'enter building' function. This will be displayed on the HUD by a small icon with a small graphic of the button next to it. When the [square] button may be used to talk to someone, the button graphic will change to a [square] button and the icon will display the 'talk' symbol. However, when the [square] button may be used to enter a building, the button graphic will again change to a [square] button but the icon will display the 'enter building' symbol.

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GAME MODES

LEGO Island 3 has three different gaming modes, which the player may select from the title screen menu. The main LEGO Island 3 single-player game is described in the main part of this document. This section deals with **Arcade Mode**, which consists of both single and multi-player games.

ARCADE MODE

<Arcade Mode> will be selected from the main menu, title screen. When the player selects <Arcade Mode>, they will then be asked to select either <Single Player> or <Multi-Player>. If they select <Multi-Player>, they will then see a list of games. The multi-player games will be:

Car Chase
Stunt Bike
Jet-Ski
Plane Chase
Sky Surfing
Matching Brickimals

There will be 3 levels of each game. You will be unable to play any level until you have played it ('unlocked' it, effectively) in the main single-player game (Normal Mode, not Arcade).

Winning a game is based on points, rather than 'winning' a race or something.

CAR CHASE

Split-screen, 2 Players, One track.
No player collision, Player 2 will be alpha'ed.
The players will chase the Brickster, as in single player. Each player will gain points each time they bash the Brickster. The player who does the final bash to destroy the Brickster and end the game, gets an extra points bonus.
The player with the most points wins.

STUNT BIKE

Split-screen, 2 Players, One track.
No player collision, Player 2 will be alpha'ed.
This is partly a race. The players will get points for performing stunts as they go along the track. There will also be an extra points bonus for the player who finishes the track first and ends the game.
The player with the most points wins.

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JET-SKI

Split-screen, 2 Players, One track.
No player collision, Player 2 will be alpha'ed.
The players will chase the Brickster, as in single player. The players will get points for performing stunts as they go along the track. The players must catch up to the Brickster and, when they get within a certain area around him, a countdown will appear on screen, counting down from 4. The first player to stay inside this box near the Brickster for the full count will end the game and gets an extra points bonus.
The player with the most points wins.

PLANE CHASE

Split-screen, 2 Players, One track.
No player collision, Player 2 will be alpha'ed.
The players will chase the Brickster, as in single player. Each player will gain points each time they bash the Brickster. The player who does the final bash to destroy the Brickster gets an extra points bonus and ends the game.
The player with the most points wins.

SKY SURFING

Split-screen, 2 Players, One track.
No player collision, Player 2 will be alpha'ed.
Players get points each time they collect (give parachute to) a person/object. The players will get points for performing stunts as they fall. The player will get differect points awards depending on which target they land on.
The player with the most points wins.

MATCHING BRICKIMALS

2 Players, One Screen, Turn-Based.
This is played in 3D, opening crates, as in Wacky Warehouse. The players take it in turns to walk around the room and select two crates to open. When a crate is opened, a 3D Brickimal pops out and hangs there. When the next one is opened, if the Brickimals match, the player gets awarded points. If the Brickimals do not match, they go back into the crates and the turn is over. The second player then gets to try and match a pair. They are in the same room, so they can have seen the Brickimals in crates that the other player opened and use this info to match up pairs themselves. The player who matches the final pair gets a bonus points award and ends the game.
The player with the most points wins.

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SINGLE-PLAYER

Will be the same, but obviously single player. Playing the 3 levels from the main game, once unlocked.

>>

Versus Mode is 2-Player gaming. If the player selects 'Versus Mode' from the title screen menu, they may play a number of sub-games against another player. On PS2, players will each use a joypad to control their character.

After selecting Versus Mode, each player will be asked to create a character profile. This will take the form of entering their name and choosing a colour for their 'team'. Once profiles have been created, player one will select the sub-game from the list available (those that have been unlocked in Single-Player Mode). Once a game has been selected, both players will then be able to compete together.

Multiplayer games will be:

- Car Chase
- Stunt Bike
- Jet-Ski
- Plane Chase

Each game will pit two human players against each other and an overall score will be kept. Each time a player wins a game, one point will be added to their score. The first player to reach 3 points will win the match.
It may be possible for the players to decide how many points are needed (in other words, how many sub-games they must win) to win the match. At the end of a match a results screen will be displayed listing the following:

Player 1: Number of Points
Player 2: Number of Points

Winner: Player1/Player2

Within the multi-player menu, there will be an option to view the High Score Tables. The player will see a list of all players who have taken part. If the player selects a name, they will see a list of the number of games played by that character against each other character. This will also list the number of wins and losses.

For Example:

Select **Darren.**

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The screen will display:

Darren has competed against:

Lara 20 times. **Darren** has won 4 times.
Rich 20 times. **Darren** has won 19 times.

This information will be saved for the player to view when they wish.

ARCADE MODE

Arcade Mode is for single-player gaming. When the player selects 'Arcade Mode' from the Title Screen, they may then choose a game to play from a list available:

- Car Chase
- Stunt Bike
- Jet-Ski
- Plane Chase
- Matching Brickimals
- Wacky Warehouse
- Sliding Puzzles

When playing a game in Arcade Mode, the player will experience multiple levels of the same game. For example, if the player has unlocked Stunt Bike in Single-Player Mode they may replay this in Arcade Mode with new levels available too.

The levels of many of the sub-games are built using segments e.g. a stretch of road, a corner. We can, therefore create extra levels for most of the games quite quickly by rearranging the segments to form different tracks.
»

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SUB-QUESTS

Pepper will also find many sub-quests as he progresses through the game. These will usually involve helping people, and Pepper will receive some reward. These quests are not essential to game completion, although some (such as 'Beach Ball' will be forced, as this teaches the player a valuable skill; swimming). 'Trees' of delivery quests will be set up so that, for example Pepper may be asked to find some birds that have escaped from Rolf the vet's. Once Pepper has found all of the birds, Rolf may then offer him the chance to play a new sub-game 'Matching Brickimals'. In this way, many quests lead to other quests and, at the end of one tree of the quest the player will find a really special reward; Technician Bob's Tri-Brickulating vehicle!

Some sub-quests will take the form of a 'delivery' quest. One such is when Papa Brickolini asks him to deliver some pizzas for him. Pepper can attempt this challenge either on foot or in a vehicle. It will take the form of a Crazy Taxi style game and Pepper will have to deliver pizzas to each customer within a certain time limit. As Pepper delivers each pizza successfully, he will receive favourable comments from his customers saying how good he is at delivering pizzas. They say he's a natural, he could make a career of it (Pepper quietly scoffs a little at this; he's a movie star now!)

Additional sub-quests will involve finding things for people, such as pets or lost items.

Pepper will also find that the Brickster-bots are up to no good again, around LEGO Island.

Of course, throughout the adventure the holographic Infomaniac will be on call to point the way for Pepper.

The Sub-Quest tree is shown below:

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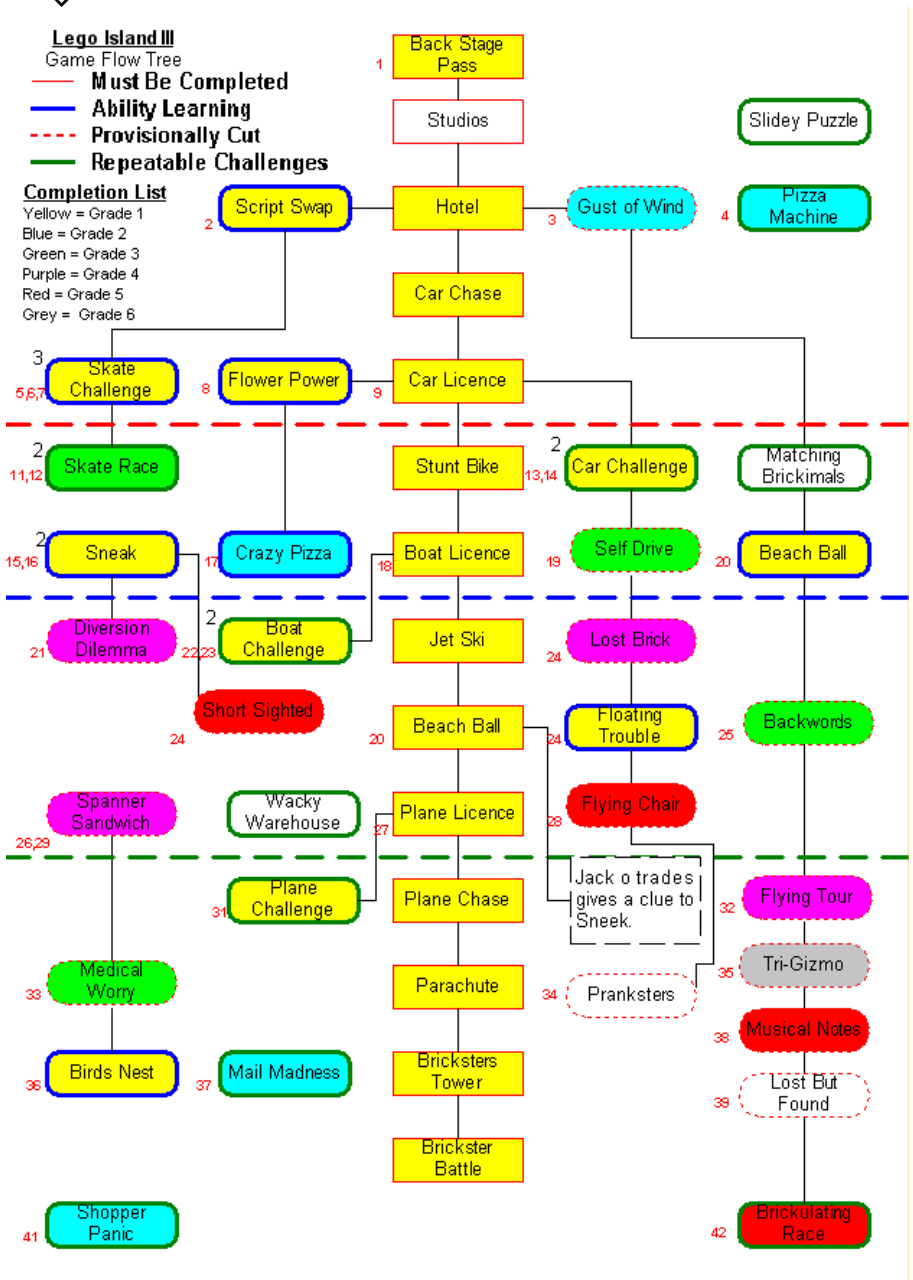

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As Pepper completes sub-quests, he will learn abilities, which will help him to advance in the game and also to complete some of the harder sub-quests. The Ability progression, which goes alongside the quest progression, may be seen below:

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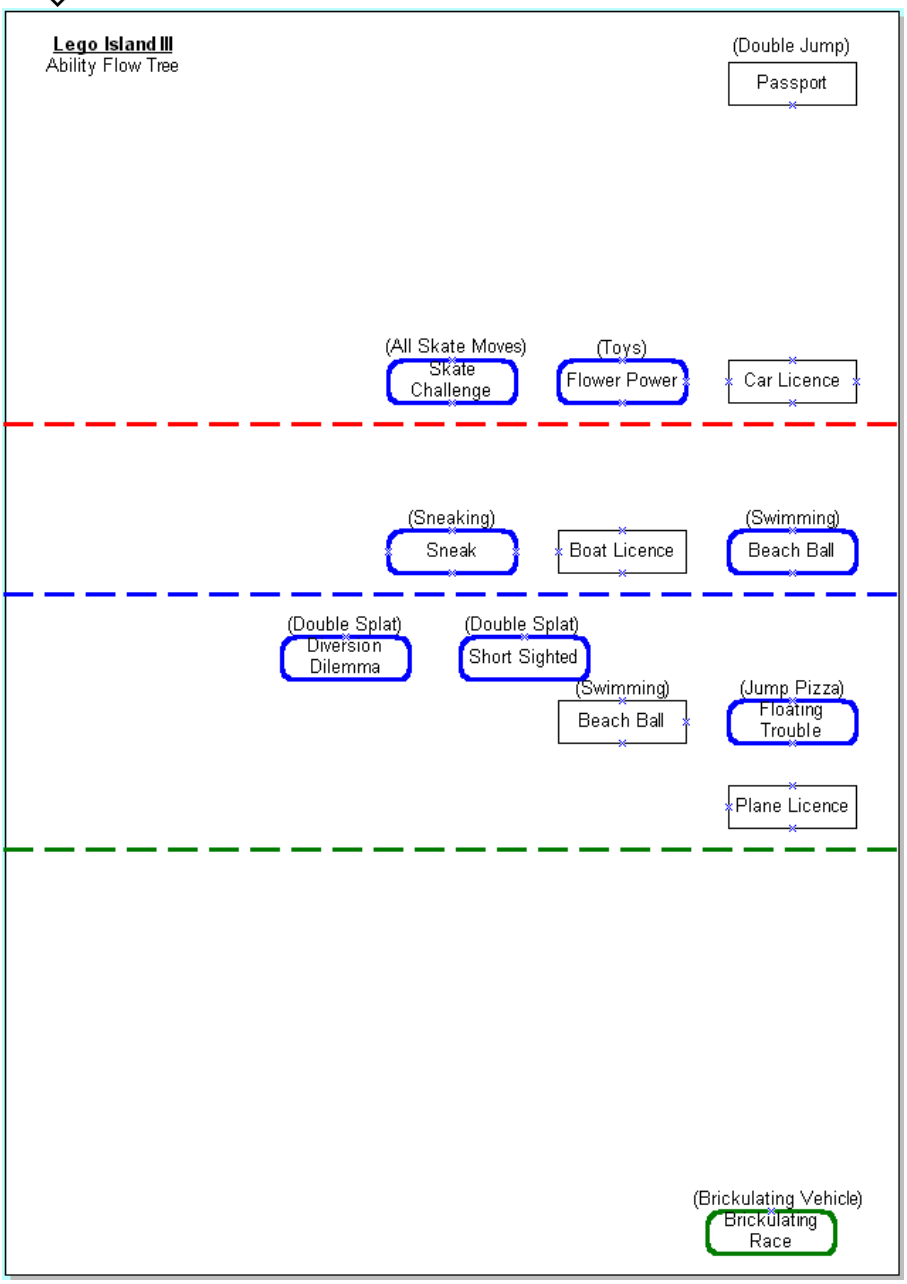

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The tree is designed in such a way that the player will never have too many sub-quests open at once, so as to minimise confusion. It is also designed to spread out the abilities that Pepper learns, so that he does not get them all at once.

Additionally, it rewards players who complete the sub-quests and explore the island. For example, if a player completes the line of sub-quests on the right of the tree, they will be rewarded with access to Technician Bob's Tri-Brickulating Vehicle (see Vehicles)!

Pepper's Abilities are as follows:

PEPPER'S ABILITIES

Since his last adventure, Pepper has learnt a lot and is now more dynamic than ever! He can perform a wide range of moves that allow him to reach even the highest heights!

ON FOOT

SNEAK

He may have been able to bound around relentlessly in LEGO Island 2, but now Pepper must use his sneaky skills to full effect. By sneaking, Pepper can remain silent and although he moves slowly will be able move unnoticed. The slow speed of the sneak also allows him to balance carefully, which is used for crossing narrow obstacles.

WALK

The walk is available for more controlled movement and can be useful when moving around intricate obstacles.

RUN

This will be Pepper's main – on foot – movement speed, allowing him to tear across the island, whilst still being able to steer around obstacles.

JUMP

Being a sprightly little chap, Pepper can jump up in the air to reach high places.

DOUBLE JUMP

Although not initially available, Pepper can perform a 'double jump' that allows him to reach even higher places. This is performed by pressing the jump button again, once Pepper is in the air.

THROW PIZZA

After his previous success with projectile pizza, Pepper is aiming sharper than a slice of ham and pineapple. With enough practice, Pepper eventually learnt how to jump and throw pizza at the same time. This gives a lot more control and makes pizza lobbing a lot

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more flexible. Add this to the help of the 'auto-aim' and Pepper will surely hit every target in sight. This is useful for taking out Brickster-Bots and 'pressing' switches, etc. In some cases, Pepper may also be able to throw pizza from the first person view. This may be used to hit some of the more awkward targets, for instance, balloons!

ON SKATEBOARD

PEDDLE

Whilst 'on-board' Pepper can give an extra push that will send him speeding away. This is useful for gaining high speed, especially when performing tricks.

COAST

Whilst Pepper is not peddling, he will coast around the island under the power of gravity. This does means that although he will gather speed travelling down hill, he may need to add a little push to get him up the other side.

JUMP

At any point, Pepper can jump on his skateboard. Although this can be used to overcome obstacles, head someone off or reach higher places, it's main use is whilst performing tricks.

GRIND

Pepper can grind along rails and also edges (of ramps etc) for a speedy, not to mention cool-looking way to travel! When Pepper jumps while on his skateboard, if he is going to land on a rail or an edge the player may press and hold the grind button (X), to grind along it at high speed. Pepper must still keep his balance if he wants to stay on, but can also stop grinding by releasing the grind button and steering/jumping off the rail/edge.

TRICK

After the last adventure Pepper has been endlessly practising his boarding skills and now appears to be quite a dab hand at it. He is no longer embarrassed about falling over in front of his friends and now performs all of his tricks out on the island. After seeing a video of Animal Chin, he decided to take advantage of the useful rails and ledges found on buildings all over the island. By combining his kick and flip tricks with rail-slides he can perform an almost endless amount of 'combination tricks' which make him look very, very cool!

The below shows the 8 tricks that Pepper will be able to perform, using his trick button:

Currently there are eight grab moves (for each of the eight directions).

Clockwise:
Nose Grab
Right Handstand
Mid Grab

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Right Starfish
Tail Grab
Left Starfish
Nice Fish (back grab)
Left Handstand

There are five railslide moves:

Railslide,
Nose Grind,
Tail Grind
50-50 forwards
50-50 backwards.

All the moves are implemented in fakie as well.

There's also a kickflip trick, which will be unlocked if the player wins the ultimate skateboard race against Animal Chin.

Tricks can also be combined using "bonks", bouncing off other objects.

IN VEHICLE

Pepper is, as ever, automobile-friendly and whenever he likes can simply jump into the driving seat of any available vehicle, taking full control. Each of the vehicles has it's own driving properties, defining how fast it accelerates and how fast it turns. Pepper may need to choose his transport wisely, if he needs to get somewhere fast. See Vehicles section for a list of the vehicles Pepper will be able to use.

Each of the vehicles fit into one of three categories; Land, Sea, Air. Depending on Pepper's requirements at the time, he is sure to find a use for each.

Although Pepper can jump in and out of land vehicles at will, he must 'land' the air and water vehicles either at the dock or heli-pad, before he can continue on foot.

If Pepper drives a land vehicles into water (either from the beach, or off a cliff), the car brickulates and disappears back to where it started, before Pepper splashes down into the water.

A horn button is available, so Pepper can 'Beep!' at people as he drives by.

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HELP ME, PEPPER!

Here is an example of a 'delivery' sub-quest (See sub-quest section):

SUB-QUEST: 'CRAZY PIZZA'

Over the last few years and especially with the arrival of the movie, LEGO Island has become far more affluent and has started to grow. When he visits the pizzeria, Pepper will find that not only has Papa Brickolini improved the open-air dining area, but he has also built a drive-through section on the side, so that people can get pizza on the move! If Pepper speaks to Papa he will find that business is booming (there should always be some people seated outside eating pizza, and cars should regularly use the drive through). However, with Pepper so busy filming the movie, Papa has become a little snowed under and he has a huge pile of 10 pizzas waiting to be delivered asap! Pepper must deliver all 10 pizzas as fast as possible!

SOLUTION

If Pepper accepts this task, he will be given the pizzas and will then hear the voice of Papa Brickolini coming over his headset. "Deliver the first pizza to Valerie Stubbins. Don't let me down, Pepper!" A timer will appear on screen and start to count down from a very short amount of time (TBD, but probably a few seconds, 10-30? This will need to be calculated depending on delivery order, as this will give the distance the player must travel and, depending on the minimum time it could take to travel this far, the time allowance may be calculated. Of course, leniency is required). The new and improved holomaniac will use on screen arrows to point the way to the next destination.

Pepper must deliver the first pizza to Valerie within the time limit. If Pepper runs out of time, Papa will tell him that Valerie has called and cancelled her order, or that the pizza will be cold by now, etc. If Pepper delivers the pizza within the time limit, Valerie will thank him and take the pizza. Whether Pepper completes the first delivery successfully or not, he will then hear Papa's voice telling him where to take the next pizza and a new timer will begin to count down. In this way, Pepper will continue to deliver or fail to deliver pizzas until the time has run out will be delivered or not and, once done, the screen will fade to black and the player will find themselves back at the pizzeria speaking to Papa.

Papa will add up which deliveries were successful and which were not and, depending on how Pepper has performed, will give him a reward. Pepper will always be rewarded the first time he achieves each score (e.g. a minor reward for 1/10 successful deliveries, such as a brickimal brick, and a really cool reward for 10/10 deliveries. If Pepper achieves the same score again, he will not be rewarded, only thanked and congratulated by Papa.

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If Pepper undertakes this task without having gained his driving licence, he will have to do it using his skateboard. Although the player will be able to deliver some of the pizzas within the time limit, when using his skateboard, it will be impossible to deliver all of them on time. If Pepper has not achieved 10/10, Papa will still thank him of course, but will then say something like "If you find a way to travel faster, come and help me again". The player may replay this game as many times as they wish (Papa is *very* busy). If the player has passed the driving test and gained his licence, Papa will lend him the delivery van (Scooby Doo Mystery Machine style) and, using this the player should be able to deliver the pizzas faster.

However, Pepper will not be able to deliver all of the pizzas on time, either on foot or using any conventional vehicle. Pepper will only be fast enough to deliver them all on time using Technician Bob's super-fast all-terrain vehicle, the fabulous Tri-Brickulating Vehicle! Throughout LEGO Island 3, Technician Bob will be working on a new invention. If Pepper helps him out to get the things he needs to build the vehicle (by completing the correct sub-quests), then eventually Bob will allow Pepper the use of the vehicle...if Pepper manages to beat him in the ultimate, high-speed, all-terrain race, that is!

CLUES

This sub-quest should be simple and self-explanatory enough, that the player should not require clues. However, if the player speaks to Papa again, or to The Infomaniac, they may suggest shortcuts (TBD, but could be things like crossing the water, rather than going around on the road). If Pepper is doing the quest on his skateboard, they will suggest that he could do it much quicker if he had a driving licence and could use a motor vehicle.

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